AMAZING WORLD OF
DC COMICS
INCREDIBLE UNPREDICTABLE ISSUE
NOV.
NO. 13
BIZARRO No 1
MXYPTLK
KLTPZYMXYP
ARAGONÉS 76

INSIDE AMAZING WORLD

For centuries the number 13 has connotated ill fortune, and alarming coincidences of bad luck, yet we at **AWODCC** have looked forward to this 13th issue with the brightest of thoughts. You see, we've taken the excuse of this unlucky issue to rethink and redesign much of the magazine, making some changes that leap to the eye (like this page, for instance) and some that will only become apparent over a period of time.

This rethinking process coincides with a similar re-evaluation of the entire **DC** line, and massive changes in the magazine themselves. The new **DC** logo atop this page is symbolic of our new look, and the magazines appearing under it are guaranteed to surprise you. The full details of the changes are in our **Direct Currents** section (page 39), which has also gone through a facelifting.

Rather than limit our 13th issue theme to the unlucky, we've broadened it to the entire realm of the unpredictable. That's given us the opportunity to poke a little fun at ourselves (**In-Direct Currents**, page 28) and our magazines (**Jonah Hex**, page 17).

Next issue, we'll turn our attention to the **Justice League of America**, in an attention-grabbing "all about" issue modelled after the **Legion** issue we published last year. Fan Mark Gruenwald (whose first **AWODCC** article appears in this issue) scripted the entire 32-page feature, from a reconstruction of the **JLA** Charter to an interview with Julie Schwartz. In addition, we'll have all our usual departments and a few surprises. See you there!—Paul Levitz

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INCREDIBLE 13TH UNPREDICTABLE ISSUE

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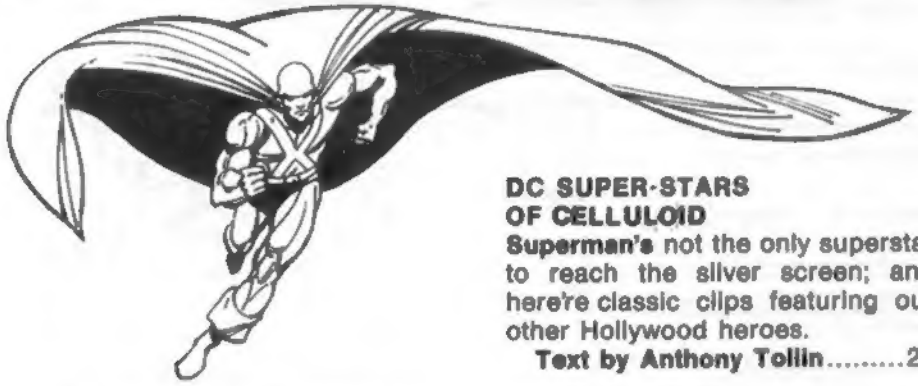

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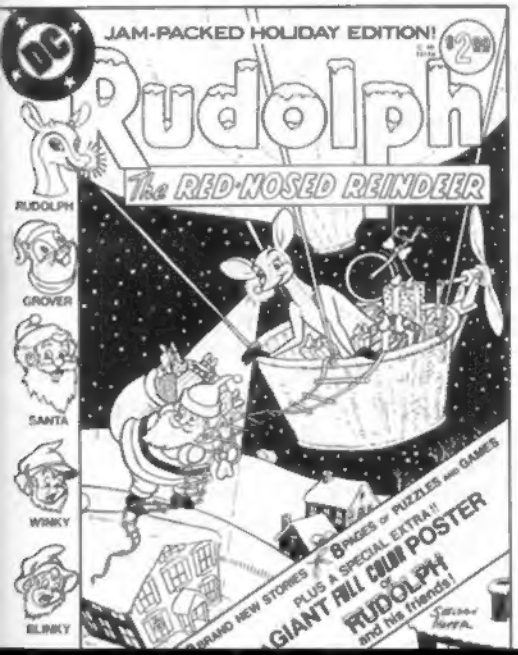

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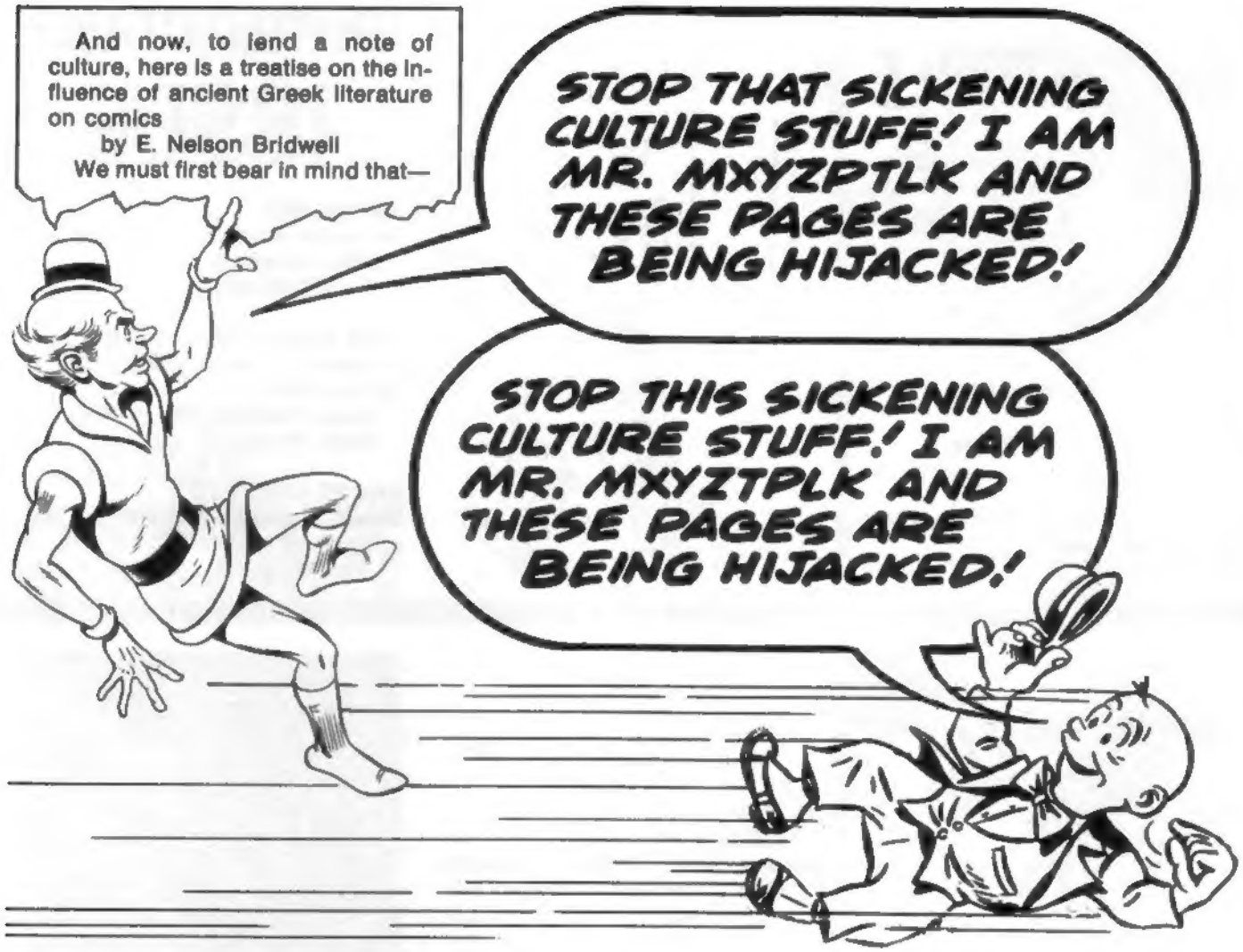

And now, to lend a note of culture, here is a treatise on the influence of ancient Greek literature on comics
by E. Nelson Bridwell
We must first bear in mind that—
STOP THAT SICKENING CULTURE STUFF! I AM MR. MXYZPTLK AND THESE PAGES ARE BEING HIJACKED!
STOP THIS SICKENING CULTURE STUFF! I AM MR. MXYZTPLK AND THESE PAGES ARE BEING HIJACKED!

Now, just a minute there! This is my hijack job, you ridiculous chinless wonder!

Are you kidding? I'm the only imp worthy of pulling off such a fantastic coup!

MXYZPTLK: One thing I know—if we don't identify ourselves to the readers, as I'm doing at the beginning of this speech, they'll never know who's who!

MXYZTPLK: I'll go along with that! I'd certainly hate to be mistaken for **you!**

MXYZPTLK: Come to think of it, some of them might not notice our names are spelled differently.

MXYZTPLK: How could they help noticing it? "tplk" sounds so much grander and more heroic then "ptlk."

MXYZPTLK: Yeah? Just who are you, buster? I'm the imp who pesters Superman! And you?

MXYZTPLK: That's who I am! But you don't look anything like me!

MXYZPTLK: And how thankful I am! You have the face of a fool, the brain of a clam, and the charisma of a rabid hyena!

MXYZTPLK: Look who's talking! If looks were money, you'd be about a billion in debt! But since we're trying to sort things out, the Superman I pester lives on Earth-Two!

MXYZPTLK: And mine lives on Earth-One! Incidentally, I hail from the fifth-dimensional land of Zrfff!

MXYZTPLK: Is that so? My Zrff is spelled just the same, but I assume we're from similar but different dimensional worlds.

GZPTLSNZ: But I'm from Mxyzptlk's world. I'm his girl.

MXYZTPLK: A girl? Is that what you are?

GZPTLSNZ: Well! I've never been so insulted in my life!

MXYZTPLK: Oh, you **must** have been!

MXYZPTLK: Look, that's my sweetheart you're talking about!

MXYZTPLK: All right, I won't say what I think of her looks, but I'll bet she's great at chasing sticks.

MXYZPTLK: You know, she **is!**

GZPTLSNZ: One more crack out of you and I'll turn you into a human porcupine, the way I once did Jimmy Olsen!

MXYZTPLK: Let her! Then you'd at least be part human!

MXYZPTLK: And what would you be? I mean, aside from a Disney reject!

MXYZTPLK: The first in a long line of imps who've populated the super-hero mags! 'Course, I got my start in the newspaper strip.

BAT-MITE: But you were never a **nice** imp, like me! I didn't try to harm The Batman—after all, he was my hero!

MXYZPTLK: No—but you sure gave him some hard times.

BAT-MITE: Oh, that was never malicious. I just liked to see him in action, that's all. So I set up situations where he'd have to go into action. Great action, too. He really should've thanked me!

MXYZPTLK: Sure—like you thank a mosquito for giving you malaria!

BAT-MITE: Why, I helped him overcome plenty of menaces!

MXYZPTLK: Most of which you

caused!

BAT-MITE: Hmmph! You just don't appreciate us heroic types.

QUISP: Heroic types? Did someone call for me?

MXYZTPLK: Who out of the world are you?

QUISP: I'm not from out of the world. My name's Quisp—the water sprite who befriended and helped Aquaman.

BAT-MITE: I thought all we sprites came from other dimensions.

QUISP: Not me! My world is a sea beneath the floor of the Atlantic Ocean.

MXYZTPLK: And yet you have magical powers like the rest of us?

QUISP: Sure, I have! So has my twin brother, Quink.

GZPTLSNZ: You mean **that** has happened twice?

QUISP: You're just jealous because I'm drawn cuter than you!

MXYZPTLK: I can't believe a sprite wouldn't play pranks and cause trouble.

QUISP: Oh, I did play a couple of pranks at first—and I caused a little trouble, but only by accident. I caused Aquaman and Aqualad to shrink down to only three inches in height.

MXYZTPLK: Three inches? That's such a **wretched** height!

"It is a very good height indeed!" said the Caterpillar angrily, rearing itself upright as it spoke (it was exactly three inches high).

MXYZTPLK: CUT THAT OUT! This isn't **Alice in Wonderland**—it's **Amazing World of DC Comics!**

MXYZPTLK: Right on the two-dollar question! Would you like to take the money and run or try for four—double or nothing?

QUISP: What's going on here?

BAT-MITE: Utter insanity—what else? We magical sprites can never be serious for very long.

QUISP: I can. But I guess it's because I'm more natural than the rest of you.

GZPTLSNZ: Like that natural green hair of yours?

QUISP: Certainly! You talk as though there were something wrong with green. The color has graced some of our most prominent citizens.

MXYZPTLK: You mean like Kermit the Frog?

QUISP: I mean like Green Lantern, Green Arrow, Aquaman, Hawkman—

MAYA: —And me! Maya, queen of the flower-spirits!

BAT-MITE: Good gosh! You **are** green, aren't you?

MAYA: Greener than Brainiac 5!

GZPTLSNZ: Anybody that green **must** be a frog! Why don't you go down to the nearest pond and **croak?**

MAYA: Methinks I detect a glimmer of green about **you**—your eyes!

GZPTLSNZ: Me—jealous of a freak who looks like she's camouflaged to impersonate a blade of grass?

MXYZPTLK: Frankly, you'd be jealous of Phyllis Diller—and with good reason!

GZPTLSNZ: Well, who is this Maya, anyway?

MAYA: I helped The Atom beat Jason Woodrue—twice!

MXYZPTLK: The Atom, eh? Always wanted to meet him.

GZPTLSNZ: Naturally—you'd love to know somebody shorter than you are!

MXYZPTLK: If that were so, Maya would fit the bill.

GZPTLSNZ: Stop leering at her, sweetie, or I'll tear out what's left of your hair!

MXYZPTLK: Why don't you go to a beauty shop and give 'em a real challenge?

MAYA: What is this? A celebration of Don Rickles' birthday? Why not stop all that bickering and talk civilly to each other?

MXYZTPLK: What—try to kick the habit of a lifetime?

MAYA: It's possible. Then you should learn to get along with anyone—yes, even Superman!

MXYZPTLK: BITE YOUR TONGUE!

MXYZTPLK: Then bite it again for me!

GZPTLSNZ: Look at her—how **did** she get that green complexion? Is she sick?

MXYZPTLK: Maybe she's just Irish.

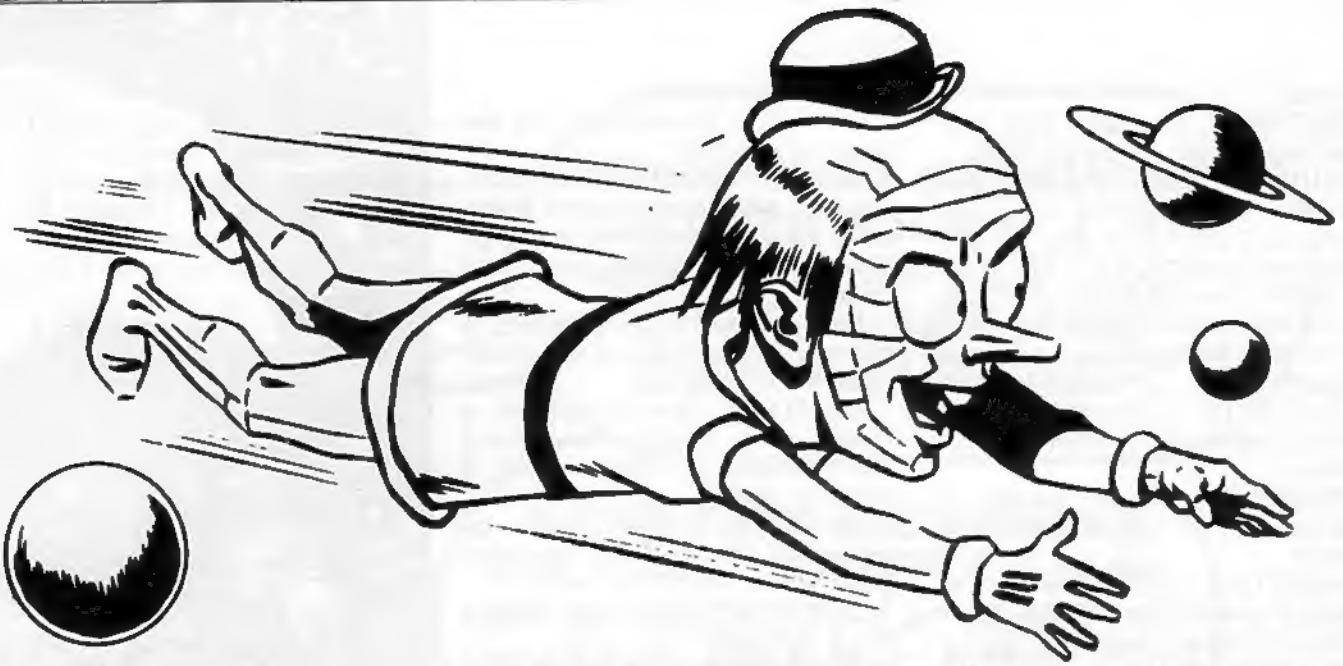
MXYZTPLK: Yes — a Leprechaun!

MAYA: Not quite—but I played the part of an Irish fairy once—with The Atom portraying a Leprechaun. But I couldn't be one—they're all male, you know—just as all Banshees are female.

MXYZPTLK: That reminds me—I once posed as a Leprechaun to put one over on Jimmy Olsen.

GZPTLSNZ: How stupid! Who believes in Leprechauns?

WOGGLE: Sure, an' who



wouldn't be believin' in yers truly?

MXYZTPLK: Who's the weirdo in the green coat?

WOGGLE: 'Tis meself—Woggle, one o' the Leprechauns as-befriended Wonder Woman. And here are me two chums, Hoppy an' Shaggy.

HOPPY: We're the true shoemakers o' the wee folk.

BAT-MITE: Can things possibly get any worse?

IMP: They could if I did what I did the time I met Captain Marvel.

BAT-MITE: Where did **you** pop up from?

IMP: The ultra-dimensional world where art masterworks are created. When an artist gets an idea, we see to it that it gets on canvas. But I'm the Surrealist Imp. I always liked weird, insane, completely unrealistic, impossible scenes.

MXYZPTLK: Sounds like my own dear world of Zrfff.

MXYZTPLK: Mine, too.

IMP: Anyway, I got sick of all the realistic works being done, so I arranged for an artist to paint me instead of the scene he had in mind. Then I hopped off the canvas and started turning things surrealistic so artists would see them and paint them that way.

MXYZPTLK: The kid's got the right idea.

IMP: I even changed Captain Marvel's costume. But then he hit me on the head and I started seeing things differently. So I undid all my mischief.

MXYZPTLK: That's terrible!

IMP: Remember, I wasn't in my right mind.

MXYZTPLK: Well, I have to admit you're one of the goofiest-looking loonies I've ever seen.

BIZARRO #1: That am because you never see me before. Me am biggest goof and me will kiss anyone who dare to contradict me!

ALL OTHERS: No, no! We'll agree to anything!

BIZARRO #1: Good! Me am imperfect double of Superman. That make me bigger weirdo than anybody and me proud of it.

MXYZPTLK: But you don't quite fit in here. We're all sprites, while you're a—er—well, you're too big, for one thing.

BIZARRO #1: But me am sprite. You tell 'em, Kltpzyxm!

KLTPZYXM: Yes—me made him honorary sprite because him did me favor of putting me in jail.

MXYZPTLK: Great Birx! What kind of perverted copy of me are you?

KLTPZYXM: Me am Bizarro-Kltpzyxm, your imperfect double. Me always try to do good deeds.

MXYZPTLK: That's disgusting! You should be thoroughly ashamed of yourself!

KLTPZYXM: Me am! Doing good deeds am forbidden on Bizarro World. Me made things perfect there, which am unlegal, so me got put in prison. Amn't that wonderful?

BAT-MITE: Let me get this straight—you **like** getting locked up?

KLTPZYXM: Sure—it always fun to get free room in rundown jail with broken locks and bad food which make me sick. Yummy!

IMP: I have to defer to this character—he's goofier than I could ever hope to be.

BIZARRO: Yes, him pretty crazy-looking, but me was around first so me should get prize.

MXYZPTLK: But we're giving no prizes!

QUISP: Quiet, you idiot! That's the other company that gives no-prizes!

MXYZPTLK: Oops! Excuse me! I

wouldn't want to be mistaken for Howard the Duck! What I meant to say is, we aren't giving any prizes.

BIZARRO: Good! That am just kind of prize me like to win because me have nothing to show for it!

MXYZTPLK: Well, we're all agreed nobody can be stranger than a Bizarro!

TAWNY: I'm inclined to agree.

WOGGLE: Begorra! What's this —giant cat?

BAT-MITE: Looks like a fugitive from Kamandi!

TAWNY: No—I'm just Mr. Tawky Tawny, the famous talking tiger.

KLTPZYXM: Me never see anything like that. Do him play baseball for Detroit?

TAWNY: No, I'm just an ordinary museum guide.

GZPTLSNZ: **Ordinary,** he says!

TAWNY: Certainly. An old hermit invented a potion to give me a human mind and speech, so I emigrated to America to live and met Captain Marvel. Now my neighbors accept me as just another guy.

MXYZTPLK: It's hard to believe they wouldn't raise a fuss when you moved into their neighborhood.

MXYZPTLK: Yes—you're not exactly a white man.

TAWNY: Well, there were some who tried to drive me out, but I took care of them, with Captain Marvel's help.

BIZARRO: If them letting animals in contest, us should bring Bizarro-Titano and enter that giant ape.

KLTPZYXM: If us do, him might kill you with his Blue Kryptonite vision.

BIZARRO: That am another good reason to bring him.

KLTPZYXM: True—but him can't talk, so him couldn't say idiotic things that would make him look like complete half-wit in print.

BIZARRO: Yes, that am drawback. Okay—leave him out. Get Bizarro-Krypto and let him think like a idiot.

KLTPZYXM: No—me not like Bizarro-Krypto. Him will never bite me.

BIZARRO: You obey, or me will put you back in jail.

KLTPZYXM: Goody! Me like that!

BIZARRO: Then me will fine you —me will pay you big fine!

KLTPZYXM: That am cruel and unusual punishment. Make it the death penalty instead.

BIZARRO: Oh, no—me not letting you get off with light sentence. Me will pay you five lumps of coal!

KLTPZYXM: Me won't accept them and you can't make me!

BIZARRO: Me am Chief Justice of Bizarro World. Am you showing contempt for me?

KLTPZYXM: No, me respect you fully.

BIZARRO: Ha! for that, me double your fine!

KLTPZYXM: Me will appeal to lower court.

QUISP: This is ridiculous!

BIZARRO: Thank you. Me hate you, too.

MAYA: Can't you say anything that makes sense?

BIZARRO: Only if me not watch what me talking about.

WOOZY: Hi—what's doing?

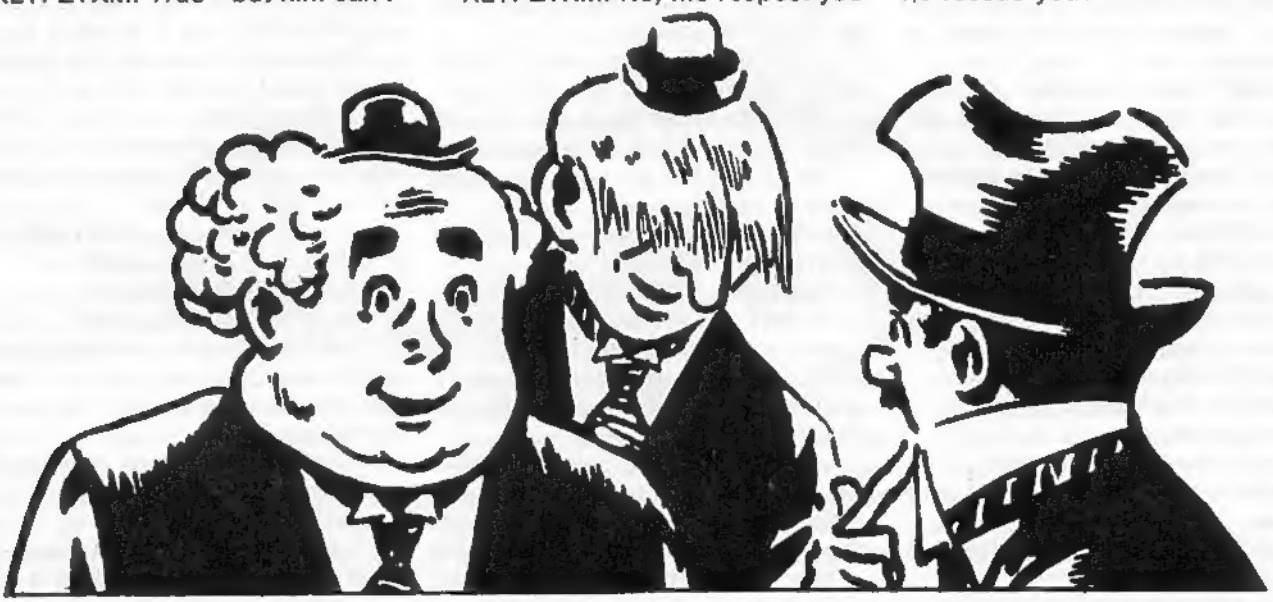
SHAGGY: Faith, there's a really odd-lookin' spalpeen!

WOOZY: You think I look odd? You should get a glim at my pal, Plastic Man!

BAT-MITE: Say, aren't you the guy nothing bad can happen to?

WOOZY: I used to be, but I guess the spell wore off. Now Plas has to keep rescuing me. I'm Woozy Winks.

GZPTLSNZ: After looking at your face, I have one question: why does he rescue you?



WOOZY: And who are you? King Kong's ugly stepsister?

GZPTLSNZ: One more crack and I'll ram that straw skimmer down your throat.

NODDY: Don't do it, Woozy. If you're that hungry, we'll buy you a hamburger.

WINKY: Yeah—we got another patent that should make us a million dollars—maybe even a thousand.

BLINKY: We invented an airplane that drills underground for people who are afraid to fly.

GZPTLSNZ: Three more boobs? That's all I need—more boobs!

MXYZPTLK: That's—

MXYZTPLK: Don't say it—it'll only get edited out.

NODDY: I suppose you are wondering who we are—right?

MXYZPTLK: Not especially.

NODDY: We'll tell you anyway. I am Noody Moylan.

WINKY: I'm Winky Boylan.

BLINKY: Don't forget me—Blinky Toylan!

MXYZPTLK: Moylan, Boylan and Toylan?

MXYZTPLK: Sure—Winky, Blinky and Noddy—friends of the original Flash!

NODDY: Naturally—and great inventors, too. We can invent anything—well, practically anything.

GZPTLSNZ: Invent a way to make yourselves vanish.

BLINKY: Only if you will promise to use it personally.

WOGGLE: By Finn's head! That's tellin' her!

NODDY: What have we walked into—a convention of midgets?

BIZARRO: If it am, you should be right at home.

NODDY: Oh, I see—it's really a convention of freaks!

BIZARRO: You am still at home.

WINKY: I told you that mustache made you look funny, Noddy.

NODDY: It better—we were always the comic relief in the old Flash stories.

WOOZY: That's a coincidence—I do the same job for Plas.

BAT-MITE: I hope the rest of those comic reliefers aren't coming—like Etta Candy, Stretch Skinner, Doiby Dickles, Uncle Marvel and (ugh!) Percival Popp the Super-

MXYZPTLK: Not them—but somebody—or something—is here!

QUISP: I must confess this one is undoubtedly the weirdest character of them all.

KLTPZYXM: Yes, me admit it. Him—I mean her—me mean it—hmm—me not even **sure** it am a **it.**

BIZARRO: Am it alive?

WOGGLE: Sure an' it's different—I'll grant ye that.

WINKY: Who—or what—is it?

BAT-MITE: I know! This is Itty, Green Lantern's new alien pet—friend—or whatever.

MXYZPTLK: No—Kltpzyxm!

MXYZTPLK: No—Klptzyxm!

GZPTLSNZ: Znsltpzg!

KLTPZYXM: Mxyzptlk!

BAT-MITE: Why, the little rascal! He made them all say their names backwards and vanish into the fifth dimension!

NODDY: Don't look now, but we will have to vanish, too.

WOOZY: Why?

NODDY: Because we have just run out of room. This article is over!

THE MARTIAN CHRONICLES

CHAPTER THREE IN THE CONTINUING GUIDE TO CONFUSING CONTINUITY

BY MARK GRUENWALD

The laboratory was electric with expectation. Elderly **Dr. Mark Erdel** pressed the button that would activate the Robot Brain and culminate his years of research. The low-pitched drone of the machine was superceded by the high whine of telekinetic energy building to a critical level. With a crackling burst of light, the machine sent an impulse across the void towards the neighboring planet Mars. When the impulse returned, **Dr. Erdel** was no longer alone in the room. In front of the machine before him materialized a bizarre figure, gaunt, hairless, with lime-green skin and a brow that protruded as far as his nose. The being called himself **J'Onn J'Onzz**. But who was this startling alien who later became known as the **Manhunter from Mars**? **J'Onn J'Onzz'** first recorded appearance, **DETECTIVE COMICS** #225 ("The Strange Experiment of Dr. Erdel"), the Martian no sooner told the scientist whose machine brought him to Earth that he himself was a scientist on his homeworld, than the aged **Dr. Erdel** suffered a heart attack from the strain of his labors. The Martian asked to be returned to his home at once so he can fetch a serum to save the old man, but the good doctor confessed that the machine would have to be completely reprogrammed and he had far too little time left for the task. **Dr. Erdel** died, imploring the alien's forgiveness.

J'Onn J'Onzz realized that for all his myriad powers, the ability to breathe in space was not among them, so he was stranded on Earth. Aware that his appearance may be alarming to Earth natives, **J'Onzz** displayed his first alien ability—the power of "atomic transmutation"—the ability to alter his Martian appearance at will. Assuming the form of an Earth being, he set forth to explore the world he was marooned on. While doing so, he demonstrated three other amazing attributes—invisibility, intangibility, and levitation—and disclosed that fire is the natural weakness of all Martians.

Passing a war monument, he noted that Mars had its last war a thousand years ago, before the Martians underwent the "Great Evolution." He also reflected that Martian science had made crime obsolete. Why then, six issues later in **DETECTIVE** #231 ("The Thief Who Had Super-Powers") did he encounter the first of several escaped criminals from Mars? The mystery of the **Martian Manhunter** deepens.

Since his exile on Earth could well last until his people complete "Project Star-Ride" (mentioned in **DETECTIVE** #225), **J'Onn J'Onzz** decided to make himself useful on Earth. He vowed to secretly help the natives battle crime with his Martian abilities while he dwelled among them in terran form. His Martian super-powers, which could only be employed as his Martian self, came in handy as detective **John Jones** solved various cases for police chief **Captain Harding** of Middletown.

The powers were very formidable in number and nature. In **DETECTIVE** #226 ("Case of the Magic Baseball"), he displayed "mind over matter" (psychokinesis) and precognition to add to his previously-established inventory of attributes. In **DETECTIVE** #227 ("The Man With 20 Lives"), he could read minds. In **DETECTIVE** #228 ("Escape to the Stars") he was shown to be able to "see through solids" (X-ray vision). **DETECTIVE** #230 ("Sleuth With a Clue") introduced super-hearing as well as providing a possible explanation for the **Manhunter's** capacities. In the story, a comet which is said to pass between Earth and Mars once per century blocks the natural emanations given off by the red planet that **J'Onzz** claims his powers derive from. But since **J'Onzz** is 37 million miles from Mars, are his vast powers but a fraction of what they would be at home? The comet passed between Earth and Mars a second time (belying the century-long orbit **J'Onzz** quoted) in **DETECTIVE** #238 ("Earth Detective For a Day").

DETECTIVE #250 ("The Stymied Sleuth") provided him with "radar vision" which later became known as Martian vision. **DETECTIVE** #253 ("John Jones, Super Reporter") added super-breath, while **DETECTIVE** #254 ("The One Man Army") was the first instance where the **Manhunter** let bullets bounce off him instead of pass through. **DETECTIVE** #259 ("The Getaway King") endowed him with super-speed and **DETECTIVE** #260 ("John Jones' Super-Secret") was where he first employed super-strength. All of these abilities became a part of his repertoire.

The inability to use his powers while invisible which occurred in **DETECTIVE** #273 ("The Unmasking of J'Onn J'Onzz") became the first turning point in the Martian's Earthbound career. While in combat with an escaped Martian criminal named **B'Rett, J'Onzz** was exposed to a pellet of "Formula 26"—a compound given to Martian criminals to sap them of their powers while invisible. (Is this evidence that all Martians have **J'Onzz'** multitudinous powers?) Since he could not use his powers while in anything but visible Martian form, the **Manhunter** had no recourse but to reveal his presence on Earth. Prior to this, he had appeared in public in his natural image an exceedingly few number of times, although the many unusual happenings that occurred whenever detective Jones was on a

case could hardly be classified as discrete. The **Manhunter** transmogrified his Martian facial features to a less-alien looking visage by the time he first went public. He became a renowned superhero in time to be one of the founding members of the **Justice League.**

Before we address ourselves to the **Martian Manhunter's** evolving super-powers and their origin, let us consider his attempts to return to **Mars** and the glimpses of **Martian** culture we were afforded. In **DETECTIVE** #236 ("The Great Earth-Mars Mystery") we get our first squint at life on Mars when **J'Onzz** built a viewscreen by which he is temporarily able to communicate with home. Astoundingly enough, it is his own parents that he contacts, who inform him of the activities of criminal "canal raiders." In **DETECTIVE** #267 ("J'Onn J'Onzz' Farewell to Earth"), the **Manhunter** passed up the chance to hitch back to Mars in a flying saucer returning to Jupiter. **DETECTIVE** #287 ("J'Onn J'Onzz' Kid Brother") had the **Manhunter** rewiring the Robot Brain to permit him to journey home, but an accident teleported his younger brother **T'Omm** to Earth instead.

J'Onn J'Onzz returned to Mars for the first time in **DETECTIVE** #301 ("The Mystery of the Martian Marauders"). Having finally mastered **Erdel's** machine, he beamed to Mars to help apprehend an Earth criminal in cohoots with some Martian bandits. Before being automatically returned to Earth, **J'Onzz** told his parents, "I'll be able to return from time to time." In **BRAVE & BOLD** #50 ("Wanted—The Capsule Master"), he did use the machine to return to Mars again. This time he spoke with the All-Martian governmental council concerning some Martian renegades on Earth. It is not apparent why the **Manhunter** remained committed to battling crime on Earth when there was so much crime to cope with on Mars.

On Earth, his career reached another turning point in **DETECTIVE** #326 ("The Death of John Jones, Detective"). Confronting the Babylonian idol-head, **Diabolu**, for the first time, detective John Jones met his apparent demise. Rather than concocting an explanation for his alter ego's survival, the **Manhunter** decided to retire his Earth identity, presumably so he could devote his full attention to thwarting Diabolu. With the exception of four stories, the **Martian Manhunter** tales in **HOUSE OF MYSTERY** #143-158 all concern the many menaces created by the idol-head. In **HOUSE OF MYSTERY** #160 ("The Manhunter's New Identity"), **J'Onzz** assumed the guise of apparently-killed European playboy Marco Xavier in order to track down the leader of **Vulture**, a criminal organization led by the faceless **Mr. V.** In **HOUSE OF MYSTERY** #173 ("So You're Faceless"), the **Manhunter** unmasks **Mr. V** in the issue that marked the end of his appearance in a regular series.

The **Manhunter's** next appearance was in **JUSTICE LEAGUE** #71 ("And So My World Ends"), a story that casts incredulity over the **Manhunter's** entire legend. After being apprehended by the **JLA** while running amok in an amnesiac state, **J'Onzz** told his comrades aspects of what is apparently his real origin. Rather than a scientist, he had actually been military science director of the Desert Dwellers who had been engaged in a worldwide civil war against the Pole Dwellers. The object of the struggle was to gain control over the **Tree of Blue Flame**, the "only source of heat" on Mars. Having been captured by the enemy commander, **Ben Blanx, J'Onzz** was sentenced to thirteen years of exile since he was too popular a leader to execute. It is at this time that he was teleported to Earth by **Dr. Erdel**. But what made the Martian misinform **Erdel** about his background? Why did Mars not appear to be in the midst of civil strife on the two occasions he returned? Why did his powers seem to fluctuate? Before we tackle these mysteries, let us bring the saga of the **Martian Manhunter** up to date.

In **JLA** #71, the **Justice League** accompanied **J'Onn J'Onzz** to Mars to aid him in his struggle against Blanx. While **J'Onzz** was in exile, **Blanx** abandoned the cause of the Pole Dwellers and bartered with some unnamed aliens to sell Mars for its mineral resources. To do so, **Blanx** had to be the last surviving Martian. Managing to fan the flames of the Fire-Tree until the blaze spread planet-wide, **Blanx** watched the destruction of Martian civilization and the death of most of Mars' inhabitants. But a handful of Martians managed to escape in a space ark (possibly Project Star-Ride). **J'Onzz** slew the insane **Blanx** in personal combat and resigned from the **JLA** to follow his people.

WORLD'S FINEST #212 ("And So My World Begins") resumes the Martians' chronicles as **J'Onzz** catches up with his race on a planet in a red sun system that its former inhabitants called Vonn. Here he found the Martian survivors being drained of their life energy by android-machines called **Robo-Chargers**, built by an alien race called the Thythen to be used in interstellar warfare. Infused with the life essences of the Martians, the **Robo-Chargers** turned on their builders and destroyed them. The Martians employed the machines to help them rebuild civilization on the new Mars.

The latest episode in the chronicles occurred in **JUSTICE LEAGUE** #115 ("The Last Angry God"). While rebuilding, the Martians discovered a giant humanoid named **Korge**, imprisoned by the former inhabitants of the world in a mountain. **Korge** defeated the Martian forces (who have no powers on this world) and dispatched the **Manhunter** to fetch the **Justice League**, apparently so he had someone more difficult to fight. The **JLA** vanquished **Korge** and the planet became safe for Martian

society once more.

Now it is time to resolve all the loose ends and apparent contradictions in the **Martian Manhunter's** chronicles so far. The question that first confronts us is why didn't the **Manhunter** tell Dr. Erdel the truth about his background? Did he deliberately lie to a dying old man, or did he himself not know his true origin? The latter explanation is supported by the **Manhunter's** erroneous observation about the last war on Mars occurring a thousand years ago and that there are no criminals on Mars. It seems improbable that even if he had an alien motive for lying to a dying Earthman, he would not lie to himself in his thought. Thus **J'Onn J'Onzz** did not know his true origin when he first materialized on Earth. But how then did he acquire this fabricated memory?

The memory-altering undoubtedly occurred when **J'Onzz** was taken prisoner by **Blanx'** troops. Having his illustrious enemy at his mercy, **Blanx** brainwashed him into thinking that Mars was/always has been at peace, thereby undermining **J'Onzz'** patriotic zeal. **J'Onzz** was then deposited in some desolate region of Mars (equivalent to Earth's Siberia) in political exile, with a mental block against seeking assistance. As the only being within the area of Martian surface closest to Earth, **J'Onzz** was snatched by **Erdel's** machine. He arrived on Earth and took up crimefighting (being righteous by nature) and because his real background had been suppressed, he was content to remain on Earth. When the first of the Martian renegades began to show up on his adopted planet, his brainwashing was subtly jarred. But it still took years before he could break the mental block against coming out of exile (in **DETECTIVE** #301).

With the defeat of the Desert Forces after **J'Onzz'** capture, the civil war dissipated except for sporadic turmoil. The so-called All-Martian Council governed all the Martian nations as peacefully as was depicted in **DETECTIVE** #301/**BRAVE & BOLD** #50. The ruling regime possibly suppressed all knowledge of political exiles and prohibited the mention of same. Hence, **J'Onzz'** own parents may not have known of the nature of his exile: he had simply become a "non-person." However some time between the end of the **Manhunter's** series in **HOUSE OF MYSTERY** and **JLA** #71, **J'Onzz** returned to Mars and was contacted by the underground remnants of the Desert resistance group who reasserted his true calling. As an exile who was presumed dead over a decade ago, the **Manhunter** became a spy for his people and learned of Commander **Blanx'** insane genocide pact. It is the stress that this revelation generated in his already memory-addled mind that left the **Martian Manhunter** in the state the **JLA** found him at the beginning of **JLA** #71.

But what then of the Martians'

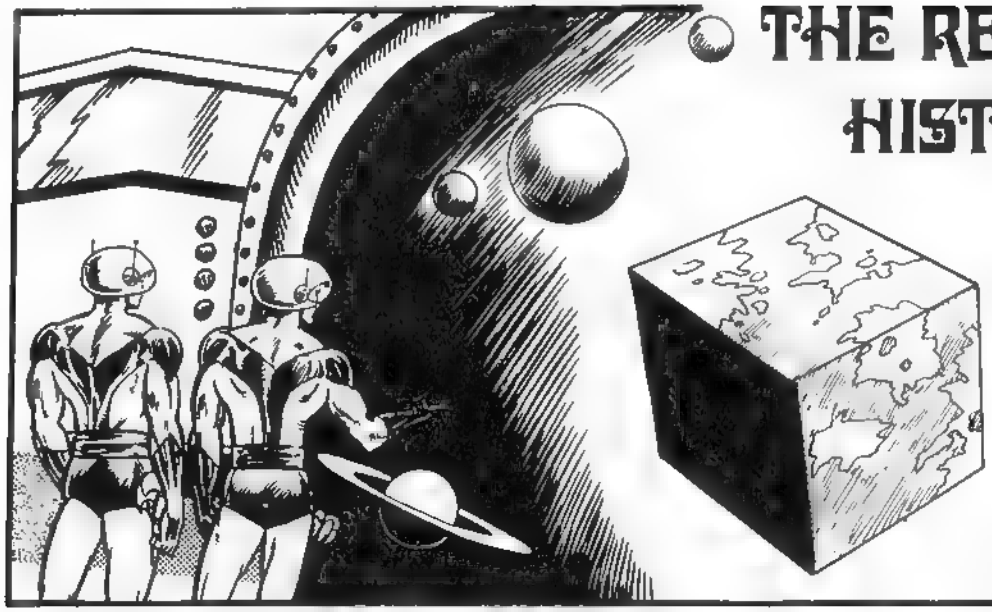
apparently unstable powers? If Mars is the source of the emanations that cause super-powers in Martians, why are the Martians in **JLA** #71 non-powered on their homeworld? And if fire is the Martian weakness, what of the **Tree of Blue Flame** on Mars' surface? Let us again assume that the latest accounts are substantially correct and that most Martians do not have the diverse capacities that **J'Onn J'Onzz** displayed on Earth.

Next let us surmise that certain powers are derived from different sources. The **Superman**-like attributes may well be derived from the same source that **Superman** gets them from: a yellow sun. Since Martians would be closer to the sun on Earth than Mars, these natural attributes (strength, speed, visions, invulnerability, etc.) would be greater on Earth. As for the actual/psychic powers of levitation, intangibility, invisibility, psychokinesis and telepathy, there is not conclusive evidence that all Martians possess these talents on Mars or Earth. Perhaps these powers are derived from something indigenous to Mars, so that a passing comet could neutralize them (as in **DETECTIVE** #230 and #238). Could these powers emanate from the **Tree of Blue Flame** itself, and when the flame was extinguished in **JLA** #71, so died these properties? Perhaps exposure to the flame activated the powers in some Martians—a mutation of sorts. The thermodynamic activity of the blue flame could vary at times, providing and rescinding abilities.

If the **Blue Flame** is a source of energy, why then would ordinary fire sap all Martian strength? It has not really been established what prolonged exposure to fire will do to a Martian—if it has a cumulative effect that terminates in death. The loss of strength could stem from the low-frequency radiation emanated by fire neutralizing the Martians' inherent capacity of synthesizing life-energy from the higher level solar radiation (and special Blue Flame radiation). "Atomic transmutation" probably is not a natural Martian talent. Although it was stated to be, **J'Onzz** forgot to use it in **JLA** #71 which seems more than odd if it were an innate ability. In **WORLD'S FINEST** #212/**JLA** #115, there is no evidence that the Martians now under a red sun have this mimicry ability, so if it were inherent, it no longer is.

Even with all these hitherto unrevealed facets of the **Manhunter's** origin and powers clarified, we may find data that conflict with this article as well as what has been established in the **Manhunter's** series. It can certainly be said that the **Martian Manhunter** has been one of the most inconsistent characters in comics history. Readers will have a chance to thrill anew to his further (and probably more self-consistent) adventures in a new three-part serial in **ADVENTURE** #449-451. And after that, where the mysterious man from Mars shall go is written in the stars.

■



THE REAL SQUARE HISTORY OF THE BIZARRO WORLD

by Jack C. Harris

"Hold it! Hold it!" the captain of Earth Interplanetary transport K-736-D yelled as his head jerked up from the view-scope. The decidedly unmilitary command caused his aide to jump to attention and bark a halt order at the helmsman. The sleek ship of 30th century Earth's Science Police stood still far out in airless space.

"What's the trouble, sir?" the aide questioned his captain, and his befuddlement actually matched that of his commander.

"Take a look at this," the captain said quietly, indicating the view-scope. The aide bent down and studied for a moment. He pulled back and wonderment crossed his face. "I think we'd better get the history officer up here, sir. "he said, "I think he can explain this."

"Order him up and put that planet on the main screen!"

"Yessir!"

A few moments later, ship's historian, Acron Binoj VI, reported to his captain on the bridge of K-736-D. He glanced at the giant image now on the ship's main screen. There, floating in the airlessness of space, was a giant world—shaped as a perfect cube!

"Binoj," the captain snapped at the historian. He didn't like mysteries. "A square world can't exist naturally. Any information on this planet?"

"I'll have to check my computers, sir, but I think I've read of such a world—long ago. It's ancient history.

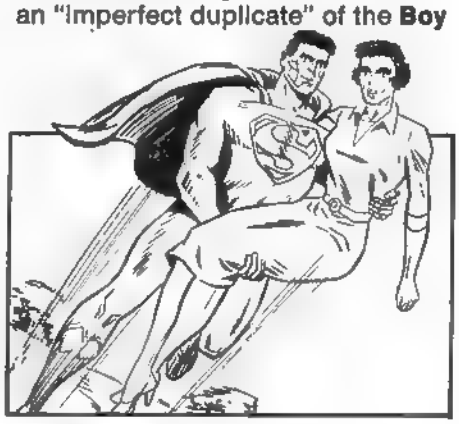
"Well, make it current events, Binoj—on the double!"

Exactly twenty-two minutes later, Ship's historian Binoj submitted the following report to Captain T. James Pike:

Historical Summuray,
World B-68101958
"Bizarro World"

The history of the only known square world in the records of the United Planets begins, of all places, on the Mother Planet herself. Yes, our own planet Earth is the true origin point of the Bizarro World. In fact, the great hero of the 20th century, **Superman,** is directly responsible for this world's existence and its unusual shape. It would be historically accurate to state that **Superman** created the **Bizarro World.**

The story begins long before that, however, and with a different "creator" altogether. A Professor Dalton of the town of Smallville, United States of America, North America, Western Hemisphere, Earth, was attempting to perfect his "duplicating machine." Young **Superman** (then known as **"Superboy"**) was in attendance at the experiment and witnessed the explosion of the machine. During the accident the strange device created an "imperfect duplicate" of the **Boy of Steel.** Resembling a chalk white, chiseled stone image of **Superboy,** this bizarre creature was an imitation of life and became animated with the same remarkable powers as the original super-teen. Unfortunately, the brain was also imperfect and **"Bizarro"** (as he called himself—misunderstanding **Superboy's** comment on its **bizarre** appearance) was a menace to **Superboy,** Smallville and himself. The **Boy of Steel** managed to destroy **Bizarro** with the remains of the shattered duplicating machine, which acted on the creature in the same way Kryptonite works against **Superboy** and all Kryptonians.



The captain scowled and looked up from the report. "What's this got to do with that square world, Binoj?"

"Read on, sir! It becomes more and more fascinating!

The threat of **Bizarro** seemed ended until years later when well known criminal scientist, Lex Luthor, recreated Professor Dalton's machine with the specific notion of making a new **Bizarro** menace for Superman, his sworn foe. With trickery, Luthor managed to bring an adult **Bizarro** into the world! Amazingly, this creature retained the memory of the original **Bizarro** of years earlier. He immediately recalled that **Superman** was his enemy and the feud was continued. The interesting development was that **Bizarro** duplicated **SUPERMAN'S** affection for the reporter known as **Lois Lane.** This love proved to be **Superman's** ace in the hole.

"What's 'ace in the hole' mean, Binoj?

"A colloquial expression, sir. It means that SUPERMAN had an edge on BIZARRO. It's all explained later."

"Hummmph! Very unmilitary report. . . ."

The intrepid report exposed herself to the rays of the duplicating machine and a **Bizarro-Lois** Lane was created. Happily, the two "imperfect duplicates" left the Earth together, searching for a home in outer space.

Months later, **Superman** was on a mission in space far from Earth. In fact, he was very near the spot we are this very moment. As he flew past a seemingly normal round world, he spotted what appeared to be a crude copy of his home, the city of 20th century Metropolis. He landed on the world and was astonished to find that the entire globe was covered with a backward, zany re-creation of Earth! Upon further investigation, the **Man of Steel** discovered the entire planet was populated with **Bizarros** and **Bizarro-Lois's**! He was summoned to the chamber of **Bizarro Number 1**—the same **Bizarro** originally created on Earth by Luthor. Questioning the creature, **Superman** learned that, by a strange quirk of fate, the idiotic monster had a "flash of inspiration" and was able to create another version of the duplicating machine. Focusing it upon himself and his wife, **Bizarro** created the entire population of his world—the **Bizarro World!**

"Binoj, there's nothing here about a SQUARE WORLD!"

"It's there, sir. Please continue."

Superman thought that the backward planet was causing no harm, he elected to leave it in peace. However, he found that he was not allowed to leave! **Bizarro** had adopted a code for his world. It stated this: "Us do **opposite** of all Earthly things! Us **hate** beauty! Us **love** ugliness. Is **big crime** to make anything **perfect** on **Bizarro** World!" **Superman** had "repaired" a house to meet his standards of beauty and the **Bizzaros** charged him according to the laws of their mixed-up planet. The same "flash of inspiration" that allowed **Bizarro Number 1** to create the duplicating machine also allowed him to make an anit-super ray that could render the **Man of Steel** powerless. Since **Bizarros** are unaffected by Kryptonite, they were able to bind **Superman** with that element and make him stand trial. Luckily, **Superman** came up with a brilliant defense. He countered their charge by stating that **everyone** on the **Bizarro World** was breaking their own crazy code by living on a **round** planet—exactly the same perfect shape of the Earth. As a favor to the creatures, **Superman** reshaped their world into a perfect cube. It has remained so ever since!

"Incredible! You sure this is accurate, Binoj?"

"Oh, yessir! I've double-checked my sources."

"Sources?"

"Yessir, publications from Earth Prime have all this information."

"What in the name of the nine planets is 'Earth Prime?' "

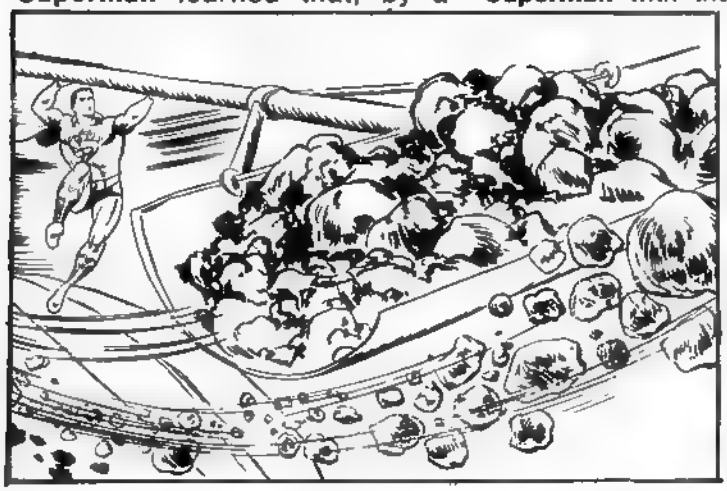
"A parallel world, sir. They record everything that goes on here!"

"Amazing. What else have you there?"

"A supplement report sir."

"Let me see it. . . "

Superman left the **World of Bizarros,** but it was not the last he heard of his duplicate. Years passed, and a son was born to the horrible creatures. It is the nature of **Bizarros** that they look exactly like normal humans for a short time



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ALL RIGHT, BIZARRO-PERRY...I CONFESS! BUT TELL ME, WHAT MISTAKE I MAKE THAT GIVE AWAY MY SECRET IDENTITY?
Aloo!.. A GREAT SUPERBOY ADVENTURE!
CLARK KENT DAILY HYRAE

after their birth. Since his son looked human, **Bizarro** was breaking his own warped code. He hid his son in a satellite that landed on Earth. The child, who was a superpowerful as his father was a mystery to **Superman** and his cousin, **Supergirl,** until the normal metamorphic change revealed the boy to be the son of **Bizarro.** It was during this adventure that an "Imperfect duplicate" of green Kryptonite was created (**blue** kryptonite) by **Superman** to combat the **Bizarro** army who was attacking Earth because they thought the **Man of Steel** had kidnapped the baby. A **Bizarro Supergirl** was also created, but she was killed by the radiations of the blue Kryptonite.

It was at this point in Earth Prime's recording of the **Bizarro** adventures took a strange twist. Somewhere, somehow, someone noticed the absurd aspects of the **Bizarro World** and its inhabitants. A series of reports appeared telling of **Bizarro Number 1** attempting to prove that he was scarier than the legenday Frankenstein monster. The Earth Prime historians went so far as to report on happening on the **World of Bizarros** even when events there did not directly concern the Earth! The completely wacky adventures of **Bizarro Number 1** concerned his career as a private detective proving that **he** committed crimes himself), adopting a secret identy (making sure **everyone** knew who he was) and quelling an invasion of his planet by hiding all the treasure (old tires, tin cans, junk and garbage) and leaving the worthless stuff (gold, jewels and foodstuffs) for the baffled aliens to find. During the course of these reports, **Bizarro** versions of **Superman's** foes **Mxyzptlk, Titano** and **Luthor** were created. They performed good deeds, of course. **Krypto-Bizarro** also created as well as "Imperfect duplicates" of **Perry White, Lucy Lane, Lana Lang** and **Jimmy Olsen.**

At last reports, the **Bizarro World** is still inhabited by the descendants of the originals. No contact with them has been attempted.

—Submitted 23-96.8-2977

* * * * *

"No contact," the captain put down the reports, "it's a good thing too. I think we'll just pass it by this

10¢
SUPERMAN
A GREAT 3-PART NOVEL... "The SON of BIZARRO!"
ME KNOW WHY YOU SAID, BIZARRO. YOU WISH OUR SON BE HANDSOME LIKE YOU, NOT UGLY LIKE SUPERMAN!
POOR, TWISTED CREATURES! LITTLE DO THEY KNOW THEIR SON WILL SOON CHANGE INTO A BIZARRO BABY—A CRUDE IMITATION OF ME WHEN I WAS SUPERBABY!
NOT
MOMMY, DADDY—SEE HOW STRONG ME BE!

time around. Ahead warp two!"

"Ahead warp two, sir," said the helmsman.

* * * * *

Earth Prime references:
(Note: Although **Bizarros** appeared in many magazines published on Earth Prime, the following is the list of those stories that are generally considered strictly **"Bizarro Stories".**)

SUPERBOY #68, Oct., 1958, "The Super Creature of Steel"
ACTION COMICS #254, Jul., 1959, "The Battle With **Bizarro**"
ACTION COMICS #255, Aug., 1959, **"The Bride of Bizarro"**
ACTION COMICS #263, Apr., 1960, "The World Of **Bizarros"**
ACTION COMICS #264, May, 1960, "The **Superman Bizarro"**
SUPERMAN #140, Oct., 1960, "The Son of **Bizarro"**
JIMMY OLSEN #50, Jan., 1961, "Lord of Olsen Castle"
SUPERMAN #143, Feb., 1961, "**Bizarro** Meets Frankenstein"
ADVENTURE COMICS #285, Jun., 1961, to #299, Aug., 1962, "Tales of the **Bizarro** World" (series)
SUPERMAN #169, May, 1964, "The **Bizarro** Invasion of Earth"
JIMMY OLSEN #80, Oct., 1964, "**Jimmy Olsen,** the **Bizarro** Boy"
ADVENTURE COMICS #239, Feb., 1965, **The Legion of Super-Heroes** in "The **Bizarro Legion"**
JIMMY OLSEN #87, Sept., 1965, "Bizarro-Jimmy, Rock 'n' Roll Star"
ACTION COMICS #336, Jan., 1966, **Supergirl** in "The Forbidden Fortress of Solitude"
WORLD'S FINEST #156, Mar., 1966, **Superman** and **Batman** in "The Federation of **Bizarro** Idiots"
LOIS LANE #74, May, 1967, **"Superman's** Unbeatable Rival"
ACTION COMICS #365, Jul., 1968, **"Superman's** Funeral"
ACTION COMICS #366, Aug., 1968, **"Superman** Lives"
WORLD'S FINEST #181, Dec., 1969, **Superman** and **Batman** in "The Hunted and the Hunter"
SUPERMAN #306, Dec., 1976, "The Backwards Battle for the **Bizarro** World"

THE WAR BETWEEN the FOX and the CROW

BY MARK EVANIER

There was a time when, to be a "comic book fan" meant to be a Super-Hero fan. Nothing else mattered. Back when the first **BRAVE AND BOLD Hawkman** came out, I can recall hordes of irate fans because it was drawn by "one of those war comic artists" (fellow named Kubert) and not by an artist of fan-accepted super-hero style. In fact, back in our old comic book club, the President (fellow named Evanier) was the only person around who even read war comics or ghost comics or even (shudder) funny animal comics.

The aforementioned sentiment is behind us. Comic fans now appreciate **all** genres of the art form . . . even, most recently, those (shudder) funny animal comics. Look at the going-prices of old **Disneys,** especially those by Carl Barks, if you have doubts. Barks was the man behind the best **Donald Duck** and **Uncle Scrooge** comics; also the creator of the latter, along with the **real** Junior Woodchucks.

There were good funny animal comics done by other men, as well. Some were done at **DC** by men like Sheldon Mayer and Howie Post . . . in fact, one of the best funny animal strips done **anywhere** was published by **National Periodicals.** And I am of the mind that when the history of comics is written, long after we have all departed this pollution-locked planet, **The Fox and the Crow** will be singled out as a feature, fully the equal in quality of **Superman, Batman, Justice League** . . . name any strip you please and, in its own way, that which chronicled the exploits of Fauntleroy F. Fox and Crawford C. Crow is worthy to stand beside it.

You see, disbelievers among you, comics can tell almost any kind of story. And they are as good—or bad—as the story being told. The recent mass-rediscovery of **Disney, Bugs Bunny** and the like proves that fans have come to realize that comics can do more than depict knock-em-down, beat-em-up heroics. Comics can also be **funny.** And, above all else, **The Fox and the Crow** was a funny, funny strip.

It all began as an animated cartoon directed by Frank Tashlin in 1941. Tashlin, a man of enormous talent, was dubbed the "Human Yo-yo" by his peers because of they way he bounced back and forth between various careers, mainly in animation or newspaper cartooning. Later, he would become a writer on the last few Marx Brothers films, and, in the fifties and sixties, a director of movies starring folks like Jerry Lewish and Doris Day. But 1941 found him doing a brief hitch at the Columbia cartoon studio—a studio that was in deep trouble.

At the time, it was the custom for each major film studio to have a cartoon department, either owned by the studio or affiliated with it. The cartoons, done on a far better basis than today's TV cartoons, were generally released in tandem with the studio's feature films—Warner Brothers had the Leon Schlesinger studio **(Bugs Bunny, Porky Pig,** et al), Universal had the Walter Lantz studio . . . and so forth. Columbia Studios, run by Harry Cohn, had a cartoon studio that, in its ten-year history, had been unable to come up with a single, bonafide star character.

Cohn was one of Hollywood's most colorful figures —a gruff, earthy man whose language would melt a Comics Code seal. By 1941, he was impatient: He wanted a cartoon star like Warners'**Bugs Bunny** or Paramount's Popeye and he wanted it **soon.**

Tashlin had directed a cartoon named after—and patterened after the hoary Aesop's fable, "The Fox and the Grapes." It was at least the third animated version of the fable about the fox, the crow and the sour grapes. It was also the best. Cohn, anxious for his "star" and aware of a good audience reception to the cartoon, decreed that more **Fox and Crow** cartoons be made. What Cohn wanted, Cohn got.

As it happens, the subsequent cartoons were quite good. A strike at Disney Studios had sent some fine craftsmen to Columbia and the cartoons were technically well made. Most involved the two characters chasing each other around for the full six minutes.

For example, a typical entry, "Phony Baloney," had the two friendly enemies each thinking the other to be

I THOUGHT SO.' HERE IT IS.' THE VERY SAME THING.'
1
LOOK AT THIS, CROW! WHAT IS IT?
AN ISSUE A DA COMIC YOUSE AN' ME ARE IN.'
EXACTLY! AND IT SHOWS THAT YOU PULLED THIS AIR CHISELING STUNT ON ME BEFORE.'
2
I T'OUGHT DAT CHISELIN' IDEA CAME AWFUL EASY.' I'LL GO BACK HOME AN' GET ONE A ME COSTUMES AN'--
3

a wanted criminal. In search of the supposed reward, they chased one another around, back and forth, forth and back, with rather amusing results.

More than a dozen cartoons were made, directed by Bob Wickersham after Tashlin departed for other work. But, while the cartoons were well made and somewhat funny, it eventually became apparent that the **Fox and the Crow** did **not** possess "star quality." Nor did another Columbia series, **Tito and his Burrito,** nor another cat-and-dog chase series that eventually came to be named **Flippity and Flop.** In 1948, Cohn closed down his cartoon department and began releasing the product of a new, experimental cartoon studio, UPA. The change turned out to the good for Columbia: UPA quickly came up with a star in the person of **Mr. Magoo.**

In the meantime, though their cartoons had met with only limited success, the **Fox and Crow**—and other short-lived Columbia features—had made it to the pages of **DC** Comics. Late in 1944, **DC's** editorial director, Whitney Ellsworth, had journeyed to California in search of an animation property for some "funny" comics to supplement **DC's** line of super-heroes. The pickings weren't just **slim;** they were downright emaciated. The Disney characters, the Warner Brothers characters, the Walter Lantz characters . . . all these were licensed to Dell Publishing. And the remaining characters were contracted to other comic houses. Ellsworth took what was available—the Columbia characters—and headed back for New York, licensing contract in hand. In the Spring of 1945, the first **REAL SCREEN FUNNIES** hit the stands, featuring characters from Columbia cartoons. On the cover: one fox and one crow.

The most important man in the history of the **Fox and Crow** feature is James F. Davis. Davis was an animator (he worked for a time for Max Fleischer on the classic **Superman** cartoons) and, in 1943, he migrated to Los Angeles and began working for Columbia, along with a former Disney story man named Cecil Beard. In 1944, Davis began organizing a "shop" of moonlighting animation artists from various studios, to produce comic book stories for a New York publisher, Ben Sangor. Sangor's comic book company was affiliated with **DC** and so, when **REAL SCREEN** began, it was arranged that it be produced by Davis' staff. Various animation writers pitched in on the stories and, for the first few years, the **Fox and Crow** stories were drawn by the cartoons' director, Bob Wickersham. When Wickersham left in '48, Davis moved up to assume the art on the lead feature, little suspecting it was the start of a twenty year labor. Despite the failure of the cartoons, the comic book remained popular and, in 1951, a **FOX AND CROW** comic book was added to the **DC** line.

By this time, Hubert Karp had emerged as the writer of most of the Columbia-based comics and he set the format for **the Fox and Crow** adventures: Stories were usually confined to one locale—an area where resided a very rich (but dumb) **Fox** in his quaint cabin, next to a boorish (but crafty) **Crow. The Crow** lived in an eyesore of a tree, surrounded by junk, and avoided all forms of labor by mooching food, money, what-have-you from the gullible **Fox.** To this end, the **Crow** employed a variety of disguises, schemes, little fibs, big lies—anything to prey on the **Fox's** vanity and naivete.

Karp died in 1953. Davis began to handle the stories with the aid of Cecil Beard, who had been called in to help with the artwork. Shortly thereafter, Beard assumed the writing duties, along with his wife and collaborator, Alpine Harper. Says Beard of this

SEEIN' HOW YOUSE GOT DAT COMPLETE FILE OF ME CHISELIN' STUNTS, I WAS WONDERIN' IF YOUSE'D MIND LOOKIN' UP AN' TELLIN' ME HOW MUCH I GOT DA TIME I PULLED DA 'MY AIR' GAG ON YOUSE.'
WHY, SURELY.' LET'S SEE! HERE IT IS RIGHT HERE.' $5,961.00 AND A BOILED HAM.'
7
WELL, DAT SETTLES IT.'
SETTLES WHAT?
AS LONG AS ME CHISEL N' CAREER IS OVER, AN' I OWE YOUSE SO MUCH DOUGH, DA BES' TING FOR ME TA DO IS MOVE AWAY SO YOUSE CAN'T COLLECT NUTTIN' FROM ME.'
8
WAIT.' YOU CAN'T DO THAT.' YOU SIMPLY CAN'T MOVE AWAY AN' PREVENT ME FROM EVER GETTING MY MONEY BACK.' THAT'S NOT FAIR.'
SORRY, FOXIE, BUT CHISELIN'S ME LIVIN'.' I GOTTA GO AN' FIND SOME OTHER STUPID FOX TA WOIK ON.'
9

HOLD IT, CROW! ONE MORE THING! IT'S A WORD OF WARNING, SO TO SPEAK!
ZOOM
4
IF YOU'RE PLANNING TO GO HOME AND DON ONE OF YOUR MANY DISGUISES, YOU'LL BE WASTING YOUR TIME, BECAUSE I HAVE EVERY ISSUE OF "REAL SCREEN COMICS" AND I CAN CHECK ON ANY COSTUME YOU EVER OWNED OR USED ON ME! HA!
5
WHAT A REVOLTIN' DEVELOPMENT DIS IS! WHAT STARTED OUT TO BE A SIMPLE LITTLE CHISELIN' SORTIE HAS ENDED UP IN CALAMITY! ME VERY EXISTENCE AS A CHISELER IS TREATENED! DAT FOX HAS A COMPLETE HISTORY OF EVERY CHISELIN' METHOD I EVER INVENTED!
6

assignment, "We sometimes had a rough time getting the work out. We would be rolling on the floor in hysterics, over some preposterous situation that the characters, themselves, seemed to develop. The personalities of the Fox and the Crow are absolute opposites."

REAL SCREEN FUNNIES was called **REAL SCREEN COMICS** (as of number two) and then **TV SCREEN CARTOONS** towards the end of its run. It finally ended in 1960, after 136 issues of the **Fox and Crow, Flippity and Flop,** and **Tito and His Burrito.** About this time, a **FLIPPITY AND FLOP** comic book, which had begun in 1952, produced by the same creative team, drew to a close.

THE FOX AND THE CROW comic book continued on. Apart from a brief period in 1956 when Davis was occupied with outside projects (Owen Fitzgerald and Karran Wright filled in), the same team—Beard and spouse on scripts, Davis on art—stayed with the feature. They produced **hundreds** of **Fox and Crow** stories in a longevity record that, as far as I can tell, remains unsurpassed in the industry. For most of the time, they were under the supervision of Lawrence Nadle, the **DC** editor assigned to oversee this madness. And it **was** madness. "When Jim Davis drew the stuff," recalls Cecil Beard, "he **was** the character he was illustrating, unconsciously mimicking each character as he drew it." Beard recalls Nadle as "the answer to a cartoonist's prayer" in that he usually left them alone, making gripes when necessary and only to be constructive. (One constant criticism Nadle did have was that Beard and Davis tended to dwell too much on stories involving **food** and Nadle usually had to jubble around stories between issues to achieve some semblance of balance.)

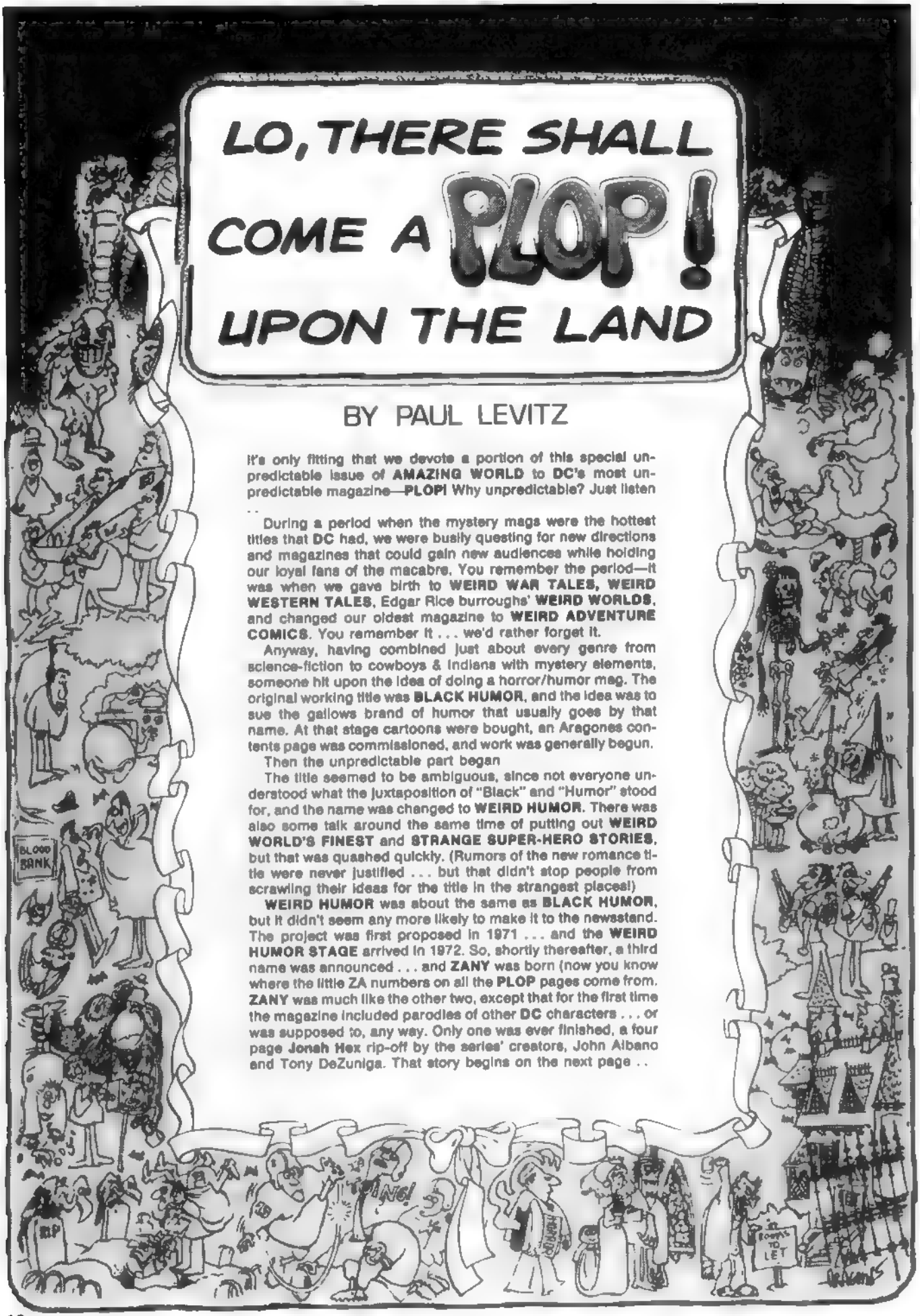
After Nadle died, Murray Boltinoff took over the supervision chores and, eventually, began an overhaul of the book. Feeling, perhaps, that after several hundred stories, **the Fox and Crow** were getting tired, editor Boltinoff introduced some new co-features: **THE BRAT FINKS,** about brother-and-sister juvenile delinquent mice, and **STANLEY AND HIS MONSTER,** about a lisping little boy and his pet, a shaggy creature. Eventually, the **Brat Finks** was dropped and **Stanley** got co-billing on the covers with **THE FOX AND CROW.**

Slowly but certainly, the two warring animals were being squeezed out of their book and, sure enough, as of number 109 in 1968, the comic contained neither hide nor hair, neither fur nor feathrer of **the Fox and the Crow.** It was just **STANLEY AND HIS MONSTER** and, five issues later, the comic succumbed, completely.

Every so often, when I get together with other folks in this business—other writers like myself—I hear someone (no names, please) remark that there is nothing new. "We've done every kind of super-hero story that can be done," they say—or perhaps they say it about ghost stories or war stories. That's generally reason enough for me to clear my throat, command attention and say, "Do you know how many stories were done of the **Fox and the Crow?** Do you know how many different stories they came up with, using just one fox, one crow and rarely even a change of setting? Do you know the kind of ingenuity and brilliance went into that strip? And do you know how many laughs people got out of them?"

It **does** give one pause to think. There were hundreds and hundreds of **Fox and Crow** stories done, none of them quite like any other. And, as for the quantity of laughs they wrought, well, that must number well into the **billions.**

ISN'T THERE SOMETHING I CAN DO TO MAKE YOU CHANGE YOUR MIND?
YOUSE MIGHT TRY OFFERIN' ME TEN BUCKS...
10
GLADLY! HERE! NOW WILL YOU STAY?
WOW! IT WOIKED! I DID IT!
EVEN THOUGH YOU HAD A COMPLETE RECORD A ALL ME CHISELIN' CAPERS, I JUS' CHISELED YOUSE OUTA TEN CARTWHEELS A NEW WAY!
11
HA, HA! SO FOXIE JUS' WORKED ME OVER, BUT I DON'T MIND! I NOT ONLY GOT TEN BUCKS OFFA HIM, BUT I ADDED ANOTHER GREAT CHAPTER IN DA HISTORY OF CHISELIN'!
FRAUD! CHARLATAN! MOUNTEBANK!
The End



BY PAUL LEVITZ

It's only fitting that we devote a portion of this special unpredictable issue of **AMAZING WORLD** to **DC's** most unpredictable magazine—**PLOP!** Why unpredictable? Just listen . .

During a period when the mystery mags were the hottest titles that **DC** had, we were busily questing for new directions and magazines that could gain new audiences while holding our loyal fans of the macabre. You remember the period—it was when we gave birth to **WEIRD WAR TALES, WEIRD WESTERN TALES**, Edgar Rice burroughs' **WEIRD WORLDS**, and changed our oldest magazine to **WEIRD ADVENTURE COMICS**. You remember it . . . we'd rather forget it.

Anyway, having combined just about every genre from science-fiction to cowboys & Indians with mystery elements, someone hit upon the idea of doing a horror/humor mag. The original working title was **BLACK HUMOR**, and the idea was to sue the gallows brand of humor that usually goes by that name. At that stage cartoons were bought, an Aragones contents page was commissioned, and work was generally begun.

Then the unpredictable part began

The title seemed to be ambiguous, since not everyone understood what the juxtaposition of "Black" and "Humor" stood for, and the name was changed to **WEIRD HUMOR**. There was also some talk around the same time of putting out **WEIRD WORLD'S FINEST** and **STRANGE SUPER-HERO STORIES**, but that was quashed quickly. (Rumors of the new romance title were never justified . . . but that didn't stop people from scrawling their ideas for the title in the strangest places!)

WEIRD HUMOR was about the same as **BLACK HUMOR**, but it didn't seem any more likely to make it to the newsstand. The project was first proposed in 1971 . . . and the **WEIRD HUMOR STAGE** arrived in 1972. So, shortly thereafter, a third name was announced . . . and **ZANY** was born (now you know where the little ZA numbers on all the **PLOP** pages come from. **ZANY** was much like the other two, except that for the first time the magazine included parodies of other **DC** characters . . . or was supposed to, any way. Only one was ever finished, a four page **Jonah Hex** rip-off by the series' creators, John Albano and Tony DeZuniga. That story begins on the next page . .

ONLY ONE MAN WOULD HAVE ATTEMPTED SUCH AN IMPOSSIBLE TASK...ONLY ONE MAN WOULD HAVE DARED TO DEFY THE SAVAGE HORDES OF INDIANS THAT ENCIRCLED THE BESIEGED FORT...ONLY ONE MAN POSSESSED SUCH COURAGE SUCH SPIRIT, SUCH BRAVERY, SUCH BOLDNESS, SUCH STUPIDITY...
JONAH HEX
OPEN THE GATES!! A RIDER APPROACHES!
SCRIPT: JOHN ALBANO
ART: TONY DeZUÑIGA
A-118
MINUTES LATER...
SIR, A GUNFIGHTER NAMED JONAH HEX HAS JUST ENTERED THE FORT!
HAVE HIM REPORT TO ME IMMEDIATELY!
THEN...
AH, THERE YOU ARE, MR. HEX! TELL ME, ON YOUR WAY HERE...
...DID YOU SEE ANY SIGN OF INDIANS?

SOMETIME LATER...
YOUR NAME IS LEGEND IN THE WEST, MR. HEX... YOU'VE GOT A REPUTATION FOR BEING A MEAN, VICIOUS KILLER--A MAN WITHOUT MERCY, WITHOUT CONSCIENCE...
A GUN-CRAZY MANIAC WHO DELIGHTS IN MURDERIN' HUMAN BEINGS...
BAND AIDS
NEVER MIND SAYING NICE THINGS ABOUT ME, COLONEL... WHUT'S ON YORE MIND?
OUR FORT IS EVIDENTLY SURROUNDED BY REDSKINS! SOMEBODY HAS TO RIDE AND GET HELP OR WE'RE DOOMED!
AND YOU WANT ME TO DO IT?
THAT'S RIGHT, MR. HEX!
AH'LL DO IT, COLONEL, BECAUSE AH'M A TRUE PATRIOT.
A MAN WHO LOVES HIS COUNTRY AND EVERYTHING IT STANDS FORE--THE FREEDOM OF MAN IS A PRINCIPLE AH CHERISH ABOVE—
PLEASE, MR. HEX, NO SPEECHES-- JUST GET GOING, WILL YA?
AH'LL NEED A HOSS. MAH ANIMAL'S GONE LAME!
THE INDIANS HAVE STOLEN MOST OF OUR HORSES, MR. HEX, BUT WE'LL FIX YOU UP THE BEST WE CAN!
YOU'LL HAVE TO USE THAT ONE OVER THERE!
THET'S THE ONLY HOSS YOU'VE GOT LEFT?
OH WELL...
RECKON IT'S BETTER THAN NOTHING!

SEVERAL HOURS LATER...
...SOMEHOW...AH MUST HAVE GOTTEN... LOST...AN THET BLASTED SUN...KEEPS A' BEATING DOWN ON...MUH HAID... CAN'T GO ON MUCH LONGER... LESS'N AH FINDS WATER...
...WATER...
...WATER...
...WATER...
WATERooo
ROOT BEER...
...ROOT BEER...
...ROOT BEER...
ROOT BEERooo

THE NEXT MORNING...
WHU-? AH'M IN AN INJUN TENT! RECKON THOSE BLASTED SAVAGES FOUND ME LYING OUT THAR IN THE DESSERT AN—
WHITE MAN WITH FEET THAT SMELL LIKE DEAD SKUNK PUT ON BOOTS BEFORE CHIEF ENTER FOR POW-WOW!
—AND AFTER A QUICK POW-WOW...
—SO YOU WANT ME TO JOIN FORCES WITH YOU AND ATTACK MY OWN PEOPLE!
WHAT YOU CARE ABOUT WHITE MAN, HEX? CHIEF KNOW YOU BIG KILLER!
AH'M ALSO A TRUE PATRIOT!
A MAN WHO LOVES HIS COUNTRY AND EVERYTHING IT STANDS FORE! THE FREEDOM OF MAN IS A PRINCIPLE AH CHERISH ABOVE—
PLEASE, HEX, NO SPEECHES! WE ATTACK FORT WITHOUT YOU!
CHIEF HAS OVER 80,000 WARRIORS READY FOR ATTACK ANYWAY!
AIN'T NOTHING IN THIS WORLD COULD MAKE ME TURN AGAINST MY FELLOW AMER—
--UH-- DID YOU SAY 80,000?
SOON AFTER...
THE INDIANS ARE ATTACKING?
THAT'S RIGHT, COLONEL...AND GUESS WHO'S LEADING THE ATTACK...
BWOW!
YIIIEEE!
YIEEE!
BWOW!
IF YOU CAN'T LICK 'EM, YOU JOIN 'EM!
END.

ON THE EDGE OF THE FOREST, THERE WAS THIS TAVERN WHERE ALL THE BIG-NAME KNIGHTS USED TO HANG OUT...
PLEASE, SIRES! MY ONE AMBITION IN LIFE IS TO BE A SQUIRE.
I WALKED HUNDRED OF MILES AND WORE THROUGH THREE PAIRS OF SHOES TO GET HERE!
BUT IT WAS WORTH IT...FOR TO BE A KNIGHT IS MOST HONORABLE, BRAVEST THING TO BE.
WOW! WHAT DO YOU THINK WE OUGHTTA DO WITH THIS BUMPKIN? SHARPEN OUR SWORDS ON HIS BONES??
NAY, LET US INVITE HIM INTO THE TAVERN WITH US!
WE CAN PROBABLY CON THIS DIP INTO POLISHING THE ARMOR OF EVERY KNIGHT IN TOWN!
OH, THANK YOU, KIND SIRS! TO BE IN THE COMPANY OF SUCH AS YOU HAS BEEN MY FONDEST WISH!

WELL, "BARNYARD" BRUCE HAD FINALLY MADE THE GRADE... MINGLING WITH THE UPPER-CRUST OF THE IRON-SUIT SET... BUT BEFORE HE COULD EVEN STRIKE UP A HALF-WAY DECENT CONVERSATION WITH JUST ONE OF THOSE KNIGHTS...

THE GNARK IS COMING! THE GNARK IS COMING!

by STEVE SKEATES STEVE DITKO & WALLY WOOD

FORSOOTH! WE'VE GOTTA GET OUTTA HERE! BUT FIRST WE MUST CHOOSE THE ONE WHO WILL STAY BEHIND TO DEAL WITH THE GNARK... HOW ABOUT THEE, SIR CHAUNCY??
NAY, I-I DON'T HAVE A STAYING PERSON-ALITY!
WON'T SOME-BODY TELL ME WHAT THE GNARK IS, PLEASE?
HOW ABOUT YOU? YOU'D BE THE PERFECT TYPE TO STAY!
NO! NO! WHAT ARE THOU SPEAKING OF?
WELL, THEN WHO ARE W--
WAIT! I HAVE AN IDEA!
PLEASE! TELL ME WHAT A GNARK IS!
YOU! YOU'RE THE ONE!
EH?
B-BUT... WHAT'S A GNARK?
YOU'LL FIND OUT SOON ENOUGH!
EVERY SIX MONTHS THE GNARK COMES HERE TO GET HIS FAVORITE DRINK! AND IF HE DO GET IT, HE GOES INSANE, GOES ON A KILLING RAMPAGE, AND IS GENERALLY A NUISANCE!
HERE IT IS! A BOTTLE OF THE SECRET SAUCE THE GNARK LIKES TO GUZZLE! WE HAVE TO BOIL DOWN ENOUGH WHEAT TO FEED A FAMILY OF SIX FOR FIVE MONTHS!
AND THAT WAS JUST FOR STARTERS!
NOW, BE SURE YOU GIVE IT TO THE GNARK AS SOON AS HE GETS HERE! HE LIKES IT WHILE IT'S STILL WARM!
B-BUT HOW DO I--?
NOW, NOW, DON'T WORRY ABOUT A THING!
AND NOW, IF YOU'LL EXCUSE US, I THINK I HEAR THE KING CALLING--!
BUT... BUT...

SUDDENLY, BRUCE WAS ALONE... AND BEGINNING TO REALIZE THAT PERHAPS IT WASN'T GOING TO BE SO EASY TO BECOME A SQUIRE AFTER ALL...
W- WHAT AM I W- WORRYING ABOUT?? ALL I GOTTA DO IS SERVE HIM THE DRINK! I C-CAN DO THAT!
B-BUT WHAT IF HE BITES MY HEAD OFF BECAUSE THE SERVICE IS BAD OR SOMETHING!
NO! GOTTA CALM DOWN! I CAN DO IT!
JUST THEN...
FORSOOTH!... WHERE'S THE MEN'S ROOM? I'VE GOT T...
WHAT? IT'S HIM! HE'S EVEN MORE FEARSOME THAN I FIGURED!
HERE! I'VE GOT YOUR DRINK! C'MON! DRINK IT, BEFORE IT GETS COLD!
DRINK? THAT'S THE LAST THING I NEED NOW! DIDN'T YOU HEAR ME? I'VE --
PLEASE YOU'VE GOT TO DRINK IT! OR ELSE YOU'LL RUN AMONK!
I'M ALREADY RUNNING AMOK!! AND, YOU KNOW WHY?? I'LL TELL YOU WHY! IT'S BECAUSE I CAN'T FIND--
YOUR DRINK? WELL, HERE IT IS!
RIGHT HERE!!
GET THAT SWILL AWAY FROM ME! I SEE WHAT I WANT.
HEY! WATCH IT YOU'RE GONNA SPILL IT!

OKAY, IF YOU WON'T DRINK IT NICELY, THEN I'LL JUST HAVE TO FORCE YOU TO DRINK IT!
AND, IF THAT WON'T WORK I'LL HAVE TO SLAY YOU MYSELF, TO STOP YOUR KILLING RAMPAGE!
WH-WHAT ARE YOU TALKING ABOUT? HAVE YOU GONE BIZARRO??
YOU HEARD ME!! DRINK OR ELSE I'LL SLAY YOU!
I'M NOT ABOUT TO LET DOWN THE BRAVE KNIGHTS WHO LEFT ME HERE ALONE TO FACE YOU!! DRINK!
AHHH! OH, VERY WELL, IF IT MEANS THAT MUCH TO YOU, I'LL DRINK YOUR SILLY DRINK!
OH GREAT! THE KNIGHTS SAID YOU'D PURR AFTER DRINKING IT, FALL DOWN, ROLL OVER ON YOUR STOMACH AND SLEEP FOR THREE HOURS!
GUZZLE GUZZLE DRINK DRINK GLUB
THERE I DRANK! AND DISGUSTING TASTING STUFF IT WAS, TOO! AND NOW, IF YOU'LL EXCUSE ME, I'M GETTING OUT OF THIS MAD-HOUSE!
BUT... YOU CAN'T LEAVE! YOU'VE GOTTA PURR, FALL DOWN, ROLL OVER AND SLEEP!
YOU REALLY ARE CRAZY, AREN'T YOU??
I HAVEN'T GOT TIME TO DO SILLY THINGS LIKE THAT; I'VE GOTTA GET OUT OF HERE! HAVEN'T YOU HEARD?--
THE GNARK IS COMING!!
WHA-? B-BUT...
ULP!
NOPE, IT WASN'T AN EASY LIFE FOR FOLKS BACK IN THOSE DAYS WHEN KNIGHTS WERE BOLD AND LADIES WERE IN WAITING! GOOD KNIGHT, BRUCE!

Once upon a time, in the days when 10¢ bought sixty-four pages of four-color excitement at the newsstand, the same dime would bring moviegoers an entire afternoon at their favorite theater, complete with feature film, newsreels, cartoons and a serial chapter featuring your favorite heroes from radio, the pulps, or comic books. Each Saturday for fifteen glorious weeks, the current chapterplay would deliver all the thrills, chills, and non-stop action a kid could desire.

Return with us now to those thrilling Saturdays of old, and the . . .

SUPER-STARS OF CELLULOID

BY ANTHONY TOLLIN

Years before **SHAZAM!** became a hit on Saturday morning TV, Western star Tom Tyler portrayed "the World's Mightiest Mortal" in the first and best of the super-hero serials. Today, action fans still rate "The Adventures of Captain Marvel" as one of the finest serials ever filmed, largely due to the brilliant stuntwork of Republic Studio's ace stuntman, Dave Sharpe. Two years later, Sharpe doubled for Kane Richmond in Republic's "Spy Smasher", allowing Richmond to assume the duo roles of Alan **(Spy Smasher)** Armstrong and twin brother Jack Armstrong.

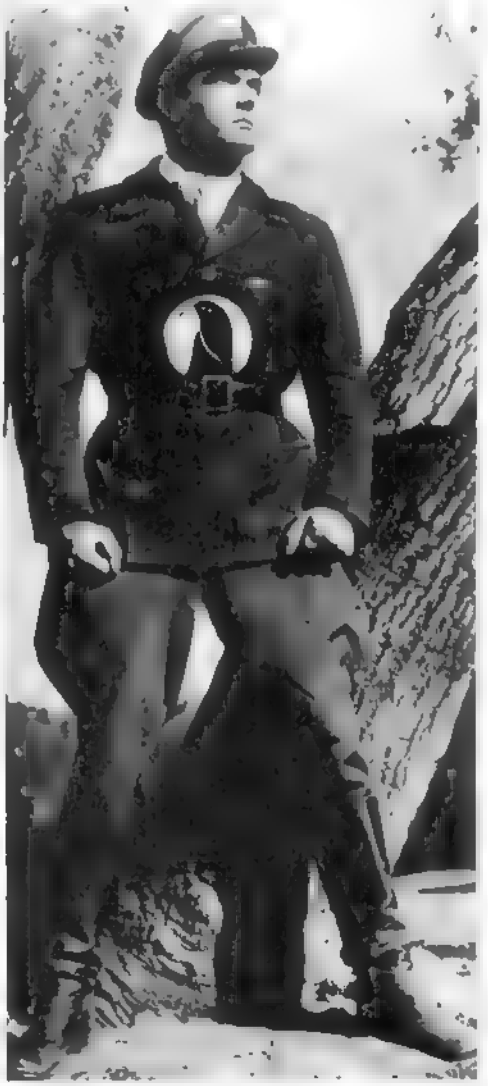
In 1943, Columbia Pictures cast Lewis Wilson in the title role in "Batman". Douglas Croft (as Robin, the Boy Wonder) aided Batman against the evil Dr. Daka (diabolically portrayed by J. Carrol Naish). In an attempt to create an accurate screen portrayal of the caped crusader, Bat-artist Jerry Robinson journeyed to Hollywood to serve as a story consultant. Six years later, Robert Lowry and Johnny Duncan donned mask and cape in "The New Adventures of Batman and Robin".

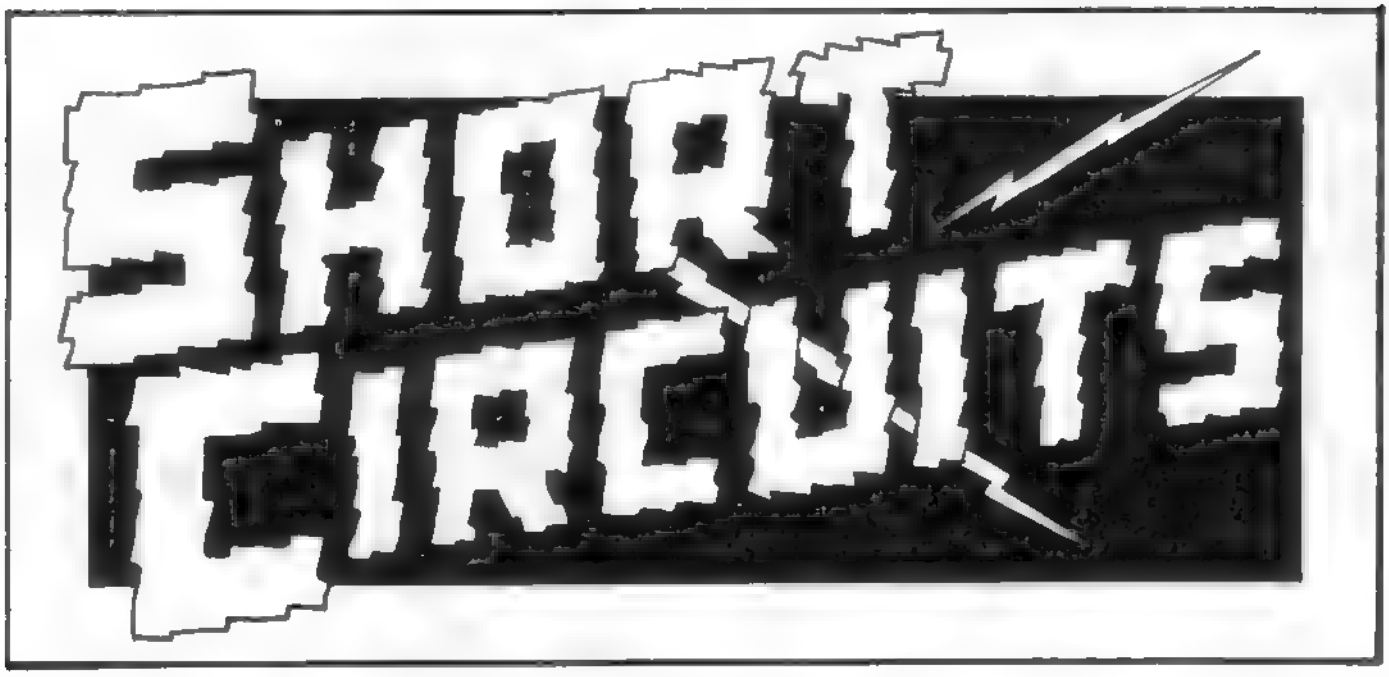
Hop Harrigan was not only a popular feature in ALL AMERICAN COMICS, but alongtime star of radio as well. In 1946, Columbia chose William Bakewell to star as "America's Ace of the Airways", assisted by Sumner Getchell as Hop's partner, Tank Tinker.

To millions of filmgoers, Ralph Byrd **was** Dick Tracy. In 1947, though, he took time out to star as "The Vigilante". DC covered the making of the serial in a special story in the tenth issue of **REAL FACT COMICS**, "How a Movie Serial Is Made."

In 1948, Don McQuire donned safari jacket to portray "Congo Bill" but was totally eclipsed by his **ACTION COMICS** co-star, **Superman**. Kirk Alyn brought the "Man of Steel" to cinematic life in Columbia's "Superman" (1948) and "Atom Man Vs. Superman" (1950) long before George Reeves (star of Columbia's 1949 serial, "Sir Galahad") made the role his own in the long running television series. Co-starring with Alyn was Noel Neill as Lois Lane, the actress who would soon play the same role opposite Reeves. Alyn, last of the serial kings, returned two years later in the last serial adapted from comic books as he took to the air in "Blackhawk". The young medium of television was stealing patrons from the movie houses and writing the final chapter for the serials, though TV's "Batman" would temporarily restore cliffhangers to popularity in the 1960s.

Will the exciting chapterplays of the past return? Is this the last chapter in the history of DC's celluloid superheroes? Don't miss future issues of **THE AMAZING WORLD OF DC COMICS!**





BY MICHAEL USLAN

DC BOUGHT BY NEW CONGLOMERATE

As always, **AWODCC** is the first to break the big scoops that rock the comic book industry. Probably the biggest news of the year is the sale of **DC** to **WOODCHUCKS, INC.**, a recently created corporation. Although officers have not been selected, attorney Michael Uslan revealed that the new owners plan some sweeping changes in the Line of Super-Stars. Paul Levitz, who will be in charge of packaging, had this to say when asked if there will be any changes in price: "Yes, we are going to convert our books into 50c comics . . . no, I think we'll make them all $1, though I hear that the $1.50 comics do pretty well. Heyl what about those 60c ones? Well, one group is trying 40c comics but . . . no, we can make them all $2 like the team-up of . . . I bet they'll go wild for hardbound $5 ones, but on second thought, what this country needs is a good 10¢ comic book." **AWODCC** wishes the Woodchucks luck in their new endeavor.

With the recent success of **DC** in the field of television adaptations, Bob Rozakis announced today the signing of contracts that will bring some of the most famous cartoon and toy characters to the pages of **DC COMICS.** With the hiring of **MILTON BRADLEY** as the new editor of **BRAVE & BOLD**, the next few issues will star **BATMAN & MR. POTATOE-HEAD, BATMAN & COOTIE,** and **BATMAN ON CHUTES AND LADDERS.** Starting with the September issue, **Batman** will team up with all the wonderful characters of **Looney Tunes.** Bob Haney reports that in his blockbuster "Hare Today, Gone Tomorrow", **Batman and Sqt. Rock** team up with Pepe LaPew to track down Foghorn Leghorn and Yosemite Sam to Argentina, where they discover the two are really Hitler and Martin Borman in disguise.

From the desk of E. Nelson Bridwell (Whom the new owners will force to use his complete first name), comes work of a great new reprint series called The Encyclopedia of DC's Biggest Turkeys. This 18,000 page, 24 volume set will feature such immortal series as **THE GEEK, THE TRIGGER TWINS,** and that's not all! Yes, **B'WANA BEAST** will be there too!

In one of the biggest publishing coups of the century, **DC** has announced the return of **MAN-BAT** in his own magazine. Due to expenses however, it will be a monthly REPRINT book. Since there were only two issues ever made this poses some special problems which Editor Bridwell had to handle. "What we'll do is reprint those two books, then in issues three and four I'll have a new first page drawn up showing the return of **MAN-BAT,** as he is hit on the head by a criminal and dreams about two old adventures that were on his mind. Then with number seven, I'll get Tatjana to color him green and retitle the series **THE INCREDIBLE MAN-BAT.** Then each issue will feature a different member of the Justice League sitting in the sanctum telling **MAN-BAT** stories. And coincidentally, over the next twelve issues, six members have one favorite, and six members have another favorite. Luckily they are all polite and let their fellow heroes tell the stories though they've already heard them. And after that . . ."

( ) **SUPERBOY AND THE LEGION OF SUPER-HEROES.** Due to deadline problems, Editor Bridwell has **Cosmic Boy** fall asleep in the first panel and dream of an old **Superboy** story that has only been reprinted three times so far. "Lois Lane Meets Superbaby" is the dream reprint and deals with a curious Lois Lane who goes back in time to Smallville disguised as a rabbi in order to circumcize baby Clark to see if he's super. Also, a former writer for **Marvel** joins the **DC** staff with "When Titans Clash" in which a shaken Jonathan Kent helplessly watches Beppo the Super-Monkey and Streaky the Super Cat dirty his general store.

( ) **WORLD'S FINEST. Superman and Batman** team-up to make fun of Tommy Tomorrow's short pants. Also—The Sons of Superman and Batman try hopelessly to understand how they can exist and why they are incongruous to all aspects of the **Superman/ Batman** legends.

( ) **BRAVE & BOLD. Batman** teams up with every

DC character ever created in this 50c Giant. Hats off to Dick Dillin for fitting almost 8,000 characters in each panel, with room enough for dialogue like "Eh?" in each word balloon. Fans can send their Get Well Cards to Dick in care of Artist's Sanitarium Woodstock, N.Y.

( ) **METAL MEN.** The group is shaken up when Tin joins the police force and becomes a copper. Doc Magnus, meanwhile, fights his own metallic creations and is given his own comic, **MAGNUS-ROBOT FIGHTER.** At this point, the most intelligent **Metal Man** turns himself into a **Gold Key** and takes over publication of their comic in order to head off a juicy lawsuit.

( ) **JUSTICE LEAGUE OF AMERICA.** "Crisis on 8th Avenue in Hoboken, N.J." features a beaten **JLA** when they are attacked by Earth I's Manhunter from Mars, J'onn J'onzz and his other earth counterparts: J'imm J'ohnsonn, A'abe F'inklestein, W'ardd C'leaverr, O'zziee N'eisonn, and T'ellyy S'avalass.

( ) **DETECTIVE COMICS.** This is the first issue in a return to the old look **Batman** of the 1950's. Raymond the Bat-Janitor is sweeping up the Bat Cave when he stumbles across the Hootenanny Hot-Shots. Ace the Bat-Hound and Shirley the Bat-Chicken are put on the case by Bat-Mite who is filling in for **Batman,** who is searching Gotham for his old square chin. New Back-Up Features—with the latest reduction in pages of art, the rotating back-ups will be one page reprints of Varsity Vic and Casey the Cop.

( ) **SUPERMAN.** Also returning to the old look **Superman** of the 1950's and early 60's, this issue presents The Great DC Bizarro Boo-Boo Peak-A-Boo Contest. Winners receive a life-time subscription to **PREZ. Flash** and **Superman** race backwards around Seymour, Indiana in potatoe sacks. Along the way, they meet 14,000 guest-stars, beautifully drawn in by recently revived artist, Dick Dillin. Can you spot them all? (Hint: Page 11, panel 4! features Merv Griffin and anyone who ever appeared on his show or sat in his audience.)

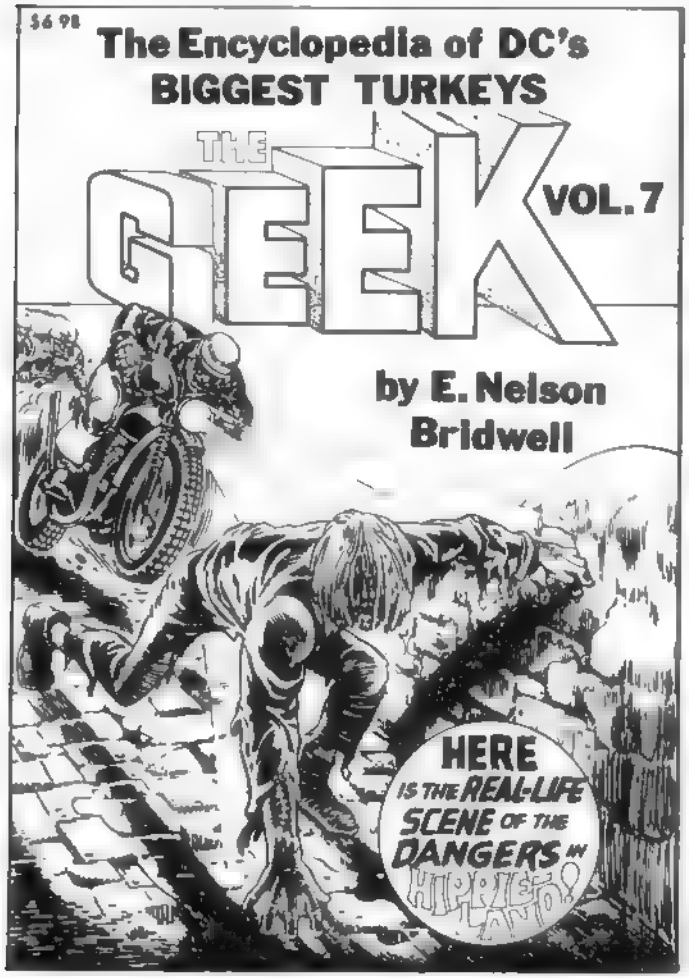
( ) **SUPER DC GIANT. DC** tries to save money with this special issue reprinting classic advertisements, including: "Batman & Robin for Hostess Twinkies," "The Incident That Made A Man Out Of Mac", "Hey Kids! Sell Grit!," and "249 Revolutionary War Soldiers Only $1.98!"

( ) **THE FLASH. The Flash** streaks through several college campuses in "The Case Of The Missing Uniform." **Green Lantern** continues using his Power Ring on the editors in an effort to keep his own book from being cancelled. But the fleeing editors have a streak of yellow in them. Back in Coast City, Pieface meets Soupy Sales.

( ) **ADVENTURE COMICS. Aquaman** meets Charlie Tuna and uses his telepathic powers to create concentric circles around his head! New Back-Up-The Return of **The Spectre!** More merciless than ever before, **The Spectre** chains a gang of murderers to a television set and makes them sit through **HEE-HAW.**

( ) **SHAZAM.** Two stories this issue. First, Billy Batson says the magic word and turns into Gomer Pyle. Second—Billy Batson calls the ancient wizard an old fogey and demands the return of his eye sockets.

( ) **GREEN LANTERN/GREEN ARROW.** Our two super-heroes get in a pick-up truck and travel around


$6.98
The Encyclopedia of DC's
BIGGEST TURKEYS
THE GEEK VOL. 7
by E. Nelson Bridwell
HERE IS THE REAL-LIFE SCENE OF THE DANGERS IN HIPPOLISTA!

THE INCREDIBLE
MAN-BAT
YOU ARE ABOUT TO READ MAN-BAT'S STRANGEST STORY! AND I AM GOING TO TELL IT TO YOU EXACTLY AS IT HAPPENED!

America trying to learn if there is such a thing as a "Bonanza" Restaurant that serves tender steak.

( ) **SUPERMAN FAMILY.** Bizarro Professor Pepperwinkle turns **Jimmy Olsen** into a bottle of Dr. Pepper. **Jimmy** is then rejected for membership in the **Legion of Super-Heroes** after they tell him that fizzing isn't exactly the greatest super-power in the world. **Jimmy** replies, "Me am Misunderstood!" As usual, **Lois Lane** and **Supergirl** don't really do anything interesting. **Lois** gets a new roommate named Farina who spills spam on the carpet and **Supergirl** is reprimanded by Gloria Steinem for wearing hot pants.

( ) **ACTION COMICS.** Titano the Super-Ape marries Lori Marmaid in "The Super Banana From Krypton". Extra—**Superman** is affected by a new type of Red Kryptonite that makes him step in things he doesn't want to. Then to make matters worse, Mr. Mxyzptlk makes him walk behind an elephant. Also-**Metamorpho** the Element Man turns into a cast iron stomach and eats at Burger Chef.

( ) **WEIRD WAR TALES.** Last years's "all-cripples" issue was such a runaway success that this issue features an "all-dismemberment" issue. This will be followed by an "All-internal bleeding" issue, and an "all-hemorhoids" issue.

( ) **OUR ARMY AT WAR. OAAW** takes off in a brand new direction blazing a trail for return to relevant stories—this time mixed with fantasy! This issue features a new Kanigher creation described as a cross between a war comic, a super-hero comic, and **Kamandi. Congo Bill** becomes a Green Beret set in the time of the Vietnam War. While in Diem Bien Phu, he meets a Vietnamese witch doctor who magically changes him into a fighting gorilla. Read "Viet Congorilla"!

( ) **ALL-STAR COMICS. Robin** tries to figure out if he's still a member of the Super Squad. **Power Girl** and **Star Spangled Kid** try to figure out if they are in the Super Squad or the **Justice Society of America** or both. Stripsey tries to figure out if the **Star Spangled Kid** is still his partner and if they still belong to the **Seven Soldiers of Victory. Green Arrow** pops in to wonder if he belongs to the **Seven Soldiers of Victory** or the **Justice League of America. Speedy** joins him to query whether he's a **Teen Titan** or a **Seven Soldier of Victory. Kid Flash** joins in wondering why **Speedy** has a name that better suits **Kid Flash. The Flash** enters carrying **Starman** who wonders if the **Star Spangled Kid** has replaced him the **Justice Society of America** and dreads the thought of what will happen when **Starboy** grows up and becomes **Starman.** Will he then be in the **Legion of Super-Heroes,** the **Justice Society of America,** the Super Squad, or a replacement for the **Star Spangled Kid** in the **Seven Soldiers of Victory? Flash** then asks the Earth-1 **Flash** why it was necessary for anyone to duplicate their character in the form of **Johnny Quick. Johnny Quick** and **Johnny Thunder** then quarrel over who is faster when suddenly **Johnny Thunder** receives a letter from the attorney of a western hero named **Johnny Thunder** who claims his name has been stolen. Just then in walk every earth's versions of **Superman Batman, Green Lantern, Wildcat, Spectre,** and the fun begins. Meanwhile on Earth Prime, Julie Schwartz begs The Woodchucks to buy out other old comic book companies so he has material for future team-ups. The Woodchucks do this and the heroes of the **Justice League of America, Justice Society of America, The Freedom Fighters,** and **The Shazam Squadron of Justice** meet **Walt Disney's Animal Favorites of Justice** on parade!

( ) **GHOSTS.** Due to deadline problems, this feature length story will be "The Ghost Comic Book" and contain 32 blank pages.

AND DON'T FORGET THESE NEWLY REVIVED DC COMICS!

( ) **TOR. Tor** discovers what his name spelled backwards is then throws himself off a cliff.

( ) **THE SHADOW.** "The Night Of Tinkerbelle "features a desperate **Shadow** being sewed on to Peter Pan by Wendy.

( ) **BEOWULF.** Grendel is trapped in Satan's time-wrap and winds up as a guest on "Laverne & Shirley". Meanwhile, **Beowulf** and his band are hired to play dance music at Castle Hrothgar.

( ) **KONG. Kong** becomes king and is abruptly sued by Universal Pictures, Paramount Pictures **and** RKO.

( ) **FIRST ISSUE SPECIAL. DC** continues its television adaptations with this issue's "Weird Lamp Unto My Feet" and "Bizarro Sermonette".

( ) **FOREVER PEOPLE.** Cancelled.

( ) **HAWKMAN.** The Winged Wonder, using science from the future and weapons from the past battles crime in the present and is confused.

( ) **THE ALL NEW SWAMP THING. Swamp Thing** returns—greater than ever before! This issue reintroduces us to Alec Holland and presents **Kid Swamp Thing,** The Swamp-Mobile, the Incredible Thingarang, Lady Swamp Thing, arch-foe Sir Francis Marion, and guest-stars **Sugar & Spike.**

( ) **DC SUPER STARS.** "Tales Of The Bizarro World" are spotlighted this issue to cash in on the Bizarro craze we hope will sweep the country one day. The Man of Steel journeys to the wacky Bizarro world to meet with its most trusted and respected leader, Bizarro Richard Nixon.

( ) **WEIRD ROMANCE.** Yes, **Young Romance** is back under this new title and new direction. According to editor Jack Harris, this ish features the tender story of a cowboy and his horse who wears black net stockings.

( ) **JUSTICE INC. The Avenger** returns to find out who cancelled his book the last time after only four issues, and avenges himself.

( ) **RIP HUNTER ... TIME-MASTER. Rip** and the gang journey through millions of years of time trying to comprehend how their magazine ever lasted as long as it did. Along the way they meet the **Sea Devils** and **Cave Carson.**

( ) **THE UNEXPECTED.** A man steps into a deep hole and falls in. A plane takes off from New York for Philadelphia and arrives safely. A shy man mails a letter to his cousin in the next town and a day later, it is received.

( ) **BATMAN.** The return to the old look **Batman** of the 1950's continues with this issue written by a former writer for **Marvel** who has joined our staff. First, **Batman** gains Super-powers and tracks down killers from the future to other planets whose policemen resemble brocolli. Read "When Titans Clash!" Also—Pert and curious Vicki Vale tries to cut **Batman's** hair with an ordinary scissor for no apparent purpose. Read "Batman No More!"

( ) **OUR FIGHTING FORCES.** Due to the recent smash success of **DC's** "Super-Heroes Battle Super-Gorillas", **DC** has revamped **OFF** so that each issue it will present epic fights of super-heroes and super-animals. This month—"Super-Heroes Battle Super-Ducks." And in the months to come . . . "Super-Heroes Battle Super-Hamsters", "Super-Heroes Battle Super-Cockatoos", "Super-Heroes Battle Nutsy Squirrel", and "Super-Heroes Battle Mrs. Paul's Fish Sticks".

( ) **WONDER WOMAN.** By popular demand! **Hercules** meets **Wonder Woman** and steals her magic girdle. Read"Wonder Woman Unbound!" Also—Steve Trevor dies, comes back to life, dies, comes back to life, dies, and comes back to life in "To Live Again!" written by guess-who.

( ) **KUNG FU DELI.** Our revised new book of the martial arts. **Richard Dragon, Karate Kid,** Chop-Chop, Yuck-Fou, and Ninja the Invisible team-up to make chopped liver for an ancient sensei whose delicatessen is on the verge of bankruptcy.

( ) **KAMANDI.** The all new, improved, more savage than ever, without phosphates, shocking **Kamandi** learns to wear a shirt. Meanwhile, Ben Boxer is arrested by an aardvark cop for what he did to the city's fire hydrants.

( ) **THE HOUSE OF MYSTERY**
and
( ) **THE HOUSE OF SECRETS**—Both closed down by order of the New York City Police.

( ) **ISIS.** A man orders Italian Ices from a peddler and is surprised to see **Isis** appear before him with a plate of speghetti. Also—Isis gets tired of all those little kids hanging around her and pitches them off a bridge, as her moral for this issue is "Play with kids your own age if you want to keep all your teeth!"

( ) **THE WARLORD. The Warlord** fails to pay his rent and is evicted from his magazine by **THE LANDLORD.**

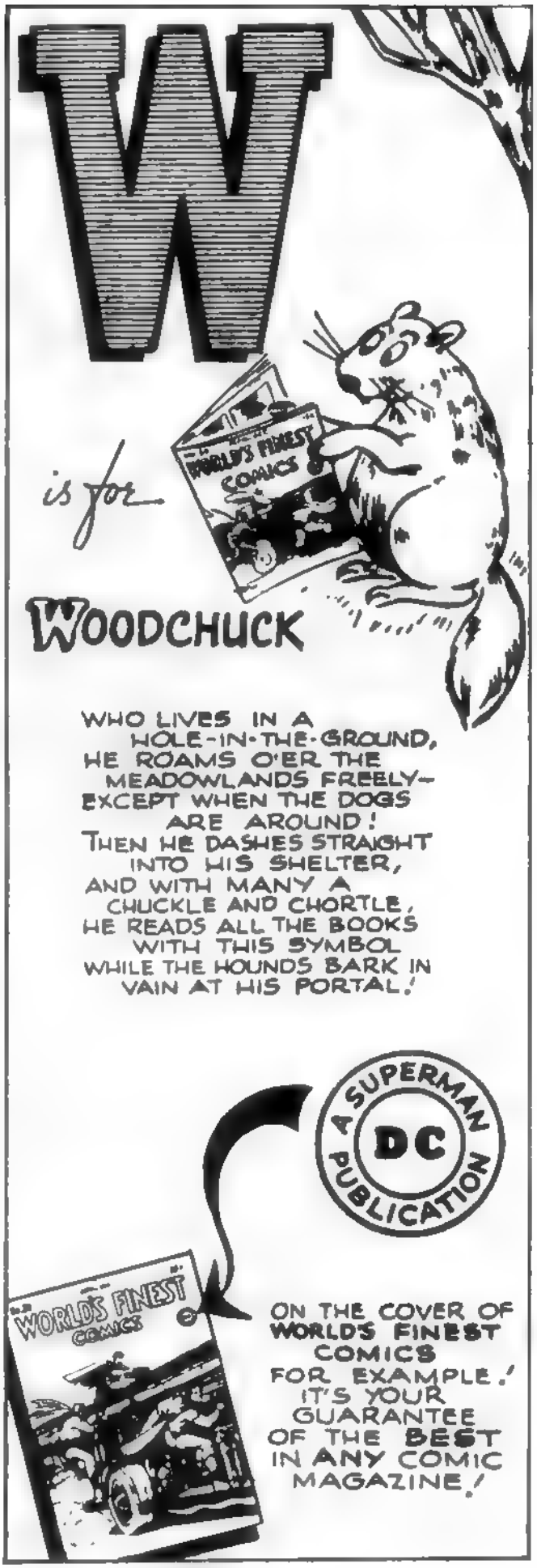
( ) **BLACKHAWK.** Olaf is hired by the Olympic committee to sell Brim coffee. He replies "I ban prefer to ban sell Ban Deoderant than ban any other ban product, by gar!" In the back-up feature, Olaf meets **Jonah Hex** and no one can understand a word they're saying

( ) **BATMAN FAMILY.** This issue features all new stories about **Batman's** Uncle Ernie who sells pens in the Port Authority

( ) **TEEN TITANS. The Teen Titans** sit and ponder for 17 pages but can't think of a thing that **Aqualad** can do in the story. You musn't miss "When Titans Clash!" written by a surprise newcomer to **DC.**

( ) **SLAW THE UNEATABLE. DC** sets the trend again, this time combining a barbarian story with a relevant story about food in what we call "Ford and Saucery" adventure. This issue . . . a convention of Lithuanian Dentists is struck down by the onslaught of **Slaw the Uneatable,** a barbaric side-dish.

( ) **FREEDOM FIGHTERS. Doll Man** meets the all new **Doll Girl** and is surprised to see what happens when he pushes her arms back clockwise. Also a famed 1950's psychiatrist has his car stolen by juvenile delinquents who read comic books. **The Freedom Fighters** build him a new one. **Uncle Sam** makes the frame, **The Black Condor** adds the tires, **The Ray** gets the engine, **The Human Bomb** brings the trunk, and **Phantom Lady** supplies the headlights.


W
is for
WOODCHUCK
WHO LIVES IN A HOLE-IN-THE-GROUND, HE ROAMS O'ER THE MEADOWLANDS FREELY— EXCEPT WHEN THE DOGS ARE AROUND! THEN HE DASHES STRAIGHT INTO HIS SHELTER, AND WITH MANY A CHUCKLE AND CHORTLE, HE READS ALL THE BOOKS WITH THIS SYMBOL WHILE THE HOUNDS BARK IN VAIN AT HIS PORTAL!
A SUPERMAN DC PUBLICATION
WORLD'S FINEST COMICS
ON THE COVER OF WORLD'S FINEST COMICS FOR EXAMPLE! IT'S YOUR GUARANTEE OF THE BEST IN ANY COMIC MAGAZINE!

We mentioned Michael L. Fleisher's ENCYCLOPEDIA OF COMIC BOOK HEROES last issue, but we felt that a mention just wasn't enough. So here's an excerpt from Volume 2, WONDER WOMAN, and the article of the same name.

Wonder Woman: THE COMPLETE STORY

BY MICHAEL L. FLEISHER

F. The Woman Herself (as Wonder Woman). *1. The attitudes.* The chronicles provide surprisingly little information about the personality of the Amazon princess who battles the forces of crime and injustice as Wonder Woman. Nevertheless, any effort to probe Wonder Woman's inner life must begin with an understanding of the unusual culture from which she springs, for, first and foremost, Wonder Woman is an Amazon, whose life, like that of every Amazon revolves around reverence for Aphrodite's law and obedience to the humanitarian tenets of the Amazon code. (*See* AMAZONS [section B, Aphrodite's Law; *and* section C, the Amazon Code].)

Despite the fact that she is herself a product of PARADISE ISLAND's benevolent matriarchate, Wonder Woman is imbued with a deep-seated devotion to democratic principles that manifests itself throughout the chronicles. Wonder Woman's perceptions of democracy in action, however, are severely limited by her essentially bourgeois outlook: unquestioningly accepting of the status quo, she sees equality everywhere, even where it does not exist.

In January–February 1950, for example, Wonder Woman's ire is aroused by a newspaper article which describes tailor ALEX SMITH, museum visitor-counter LEWIS BRAND, electric-light-bulb replacer AL ROGERS, and elevator operator JOAN HALL as holders of the city's "dullest jobs."

"I wanted to tell you that you're wrong about these people . . .!" exclaims Wonder Woman as she storms into the newspaper office. ". . . I could prove that all of their jobs are vital and exciting! No one is unimportant in a democracy--and that goes for his job!"

When the author of the offending story, the newspaper's "inquiring photographer," stands by his views, Wonder Woman determinedly sets out to convince the four bored, unhappy job-holders that their jobs are actually meaningful and exciting, when obviously they are not (WW No. 39/1: "The Trail of Thrills!").

WITH DANGER TO TREVOR REMOVED, STEEL BARS AND CHAINS ARE MERE GIRL'S PLAY TO WONDER WOMAN.
YOU'D THINK THEY'D MAKE THESE CELLS MORE SECURE-
WONDER WOMAN! MY BEAUTIFUL ANGEL-
WHAT'S AN ANGEL? I THINK I'D RATHER BE A WOMAN.
© NPP 1942

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In March–April 1950 Wonder Woman becomes similarly incensed when CAPT. MACDONALD, the skipper of the municipal ferryboat *Bay Beauty*, complains that his is the dullest seafaring job in the world.

"There is no such thing as a dull job!" admonishes Wonder Woman. "Although many people believe they are chained to one" (WW No. 40/2: "Passengers of Fate!").

Wonder Woman frequently expresses the view that "the greatest happiness in life is to help others" (WW No. 39/3, Jan/Feb '50: "A Day in the Life of Wonder Woman!"; and others), but there are indications that Wonder Woman would rather be regarded as a human being than as a perennial do-gooder. By February 1964, in fact, she has been brought to the brink of emotional collapse by what she perceives as society's total disregard of her human needs

"N-No one thinks of me as h-human anymore!" sobs the heartbroken Amazon. "I--I--m-might as well be a--a--robot--a m-machine – for all anyone cares! Isn't there someone wh-who wants me--for **myself** alone?"

So great is Wonder Woman's anguish that she withdraws from her life as a crime-fighter, determined to find one kindred soul who will regard her as a person, and not merely as a heroic celebrity.

"I can't go on . . ." she decides, "until I find **someone** . . . just **one** person . . . who'll want **me** . . . not because I'm **Wonder Woman**--the Amazon--not because I'm a fighting machine . . . but because I'm just myself! An ordinary girl like millions of others! Is there someone . . . somewhere . . . who won't be blinded by my fame . . . my feats . . . ?"

Totally alienated from the very people she has willingly relinquished her Amazon birthright to protect, Wonder Woman wanders the countryside, searching for one person who will consent to reach out to her on human terms.

"I **am** only human!" thinks Wonder Woman desperately. "And everyone has forgotten it! Like everyone else--I can't live without food or drink or rest or sleep--! I'm not a machine. I'm not--**I'M NOT!!**"

Wonder Woman's faith in humanity is ultimately restored by a young blind girl named Mary Jane, who, because her sightlessness prevents her from knowing that it is Wonder Woman whom she has befriended, accepts Wonder Woman on purely human terms rather than mythic ones. This text is significant, not because of its disclosure of Wonder Woman's new friendship with Mary Jane, but because of the insights it provides into Wonder Woman's deep-seated dissatisfaction with the mythic image in which she has been imprisoned by the insensitive people of her adopted America (WW No. 144: "Revolt of Wonder Woman!").

2. The sexual conflict. PARADISE ISLAND, the secret island home of the AMAZONS, is a "land of love and beauty" (CC No. 19, Feb/Mar '47: "The Battle for Eternal Youth") where "women rule supreme in harmony and happiness" (CC No. 1, Win '42: "The Mystery of the House of Seven Gables"). But because it is "a paradise for women only," a place "which no man may enter" (WW No. 1/1, Sum '42), it is a land of sisterly love, a land where camaraderie and friendly competition have replaced the joys and pains of sexual love.

The young Amazons who grow to womanhood on Paradise Island are by no means devoid of sexual feeling, but the ethos of their culture demands that their sexual desires be sublimated — rechanneled into such avenues as athletics, crafts, and other creative endeavors — and that each Amazon's awareness of her sexuality be relentlessly repressed. Indeed, the history of the Amazons and the most powerful symbols of their culture serve continually to remind each Amazon of "the folly of submitting to men's domination!" (WW No. 1/1, Sum '42). (*See* AMAZONS.)

Though the systematic study of Amazon culture remains in its infancy, it is safe to assume that Amazon girls are beset by deep-seated sexual conflicts: on the one hand, their culture teaches them that men are the enemy and that their heritage of happiness depends upon their remaining forever aloof from males; on the other hand, the maturing maidens — many of whom have never even seen a man — must learn to cope with their natural sexual yearnings.

Indeed, there is substantial evidence that many, if not all, Amazons are intrigued, even strongly attracted, by the brutal world of men and the overt sexuality that it represents. In Fall 1945, for example, a statuesque blond Amazon named DALMA — who has become "deeply envious" of the man's world freedoms enjoyed by Wonder Woman — becomes the ringleader of a group of rebellious Amazons who decide to flee to America to show off their great strength and meet handsome men. The insurrection is swiftly quashed and the insurrectionists are sternly reprimanded by the goddess APHRODITE, but the incident demonstrates that rebellion on Paradise Island means casting off the antisexual restraints of Aphrodite's law (*see* AMAZONS [section B, Aphrodite's Law]) for the purpose of seeking actual sexual contact with men (CC No. 12: "Rebellion on Paradise Island!").

When an airplane piloted by STEVE TREVOR, the first man she has ever seen, crashes on Paradise Island in December 1941–January 1942, Princess Diana — the Amazon maiden soon to become known as Wonder Woman — falls almost instantly

in love with him (*see* section A, Origin), and her long-repressed inner conflict over whether to obey the demands of her upbringing and the chaste law of Aphrodite, or whether to answer the call of her own sexuality, boils dangerously close to the surface (AS No. 8: "Introducing Wonder Woman"; *see also* Sen No. 1, Jan '42).

Indeed, the textual evidence is persuasive that while Steve Trevor becomes infatuated with Wonder Woman because, in his puritanical mind, she is an unattainable, virginal paragon, Wonder Woman falls in love with Trevor because he represents the masculine aggressiveness and brutal sexuality she has so long been taught to deny.

"**Wonder Woman!**" cries Trevor in February 1942, when the valiant Amazon rescues him from a Nazi dungeon. "My beautiful angel—"

"What's an angel?" asks Wonder Woman naïvely. "I think I'd rather be a woman" (Sen No. 2).

Complicating Wonder Woman's feelings for Trevor is the contempt that her all-woman culture has taught her to feel for all males. Indeed, Wonder Woman's contempt for men is barely concealed in the chronicles, particularly in the early texts. In May 1942, for example, as she dives to the rescue of a helpless man who has been loaded down with heavy weights by Nazi spies and thrown into the sea to drown, she thinks: "Must reach him in time! These puny men can't stay under water as long as I can" (Sen No. 5).

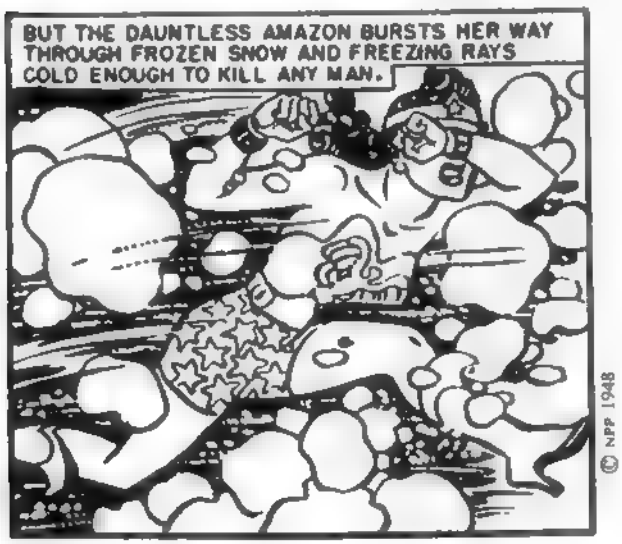
Throughout the chronicles, Wonder Woman vehemently rejects the idea of masculine domination and Steve Trevor's notion that she should surrender to the conventional domestic life, yet there is ample textual evidence that submissive domesticity is precisely what Wonder Woman really desires. In September 1942, for example, DIANA PRINCE, the U.S. Army nurse from whom Wonder Woman originally acquired her alternate identity (*see* section B, the secret identity), returns to the United States and, for a time, takes over Wonder Woman's job at U.S. Military Intelligence, only to surrender the job soon afterward in favor of dedicating herself full-time to the duties of home and hearth.

IT TAKES REAL CHARACTER TO ADMIT ONE'S FAILURES--AND NOT A LITTLE WISDOM TO TAKE YOUR PROFITS FROM DEFEAT. BUT REMEMBER, THIS MAN'S WORLD OF YOURS WILL NEVER BE WITHOUT PAIN AND SUFFERING UNTIL IT LEARNS LOVE, AND RESPECT FOR HUMAN RIGHTS. KEEP YOUR HANDS EXTENDED TO ALL IN FRIENDLINESS BUT NEVER HOLDING THE GUN OF PERSECUTION AND INTOLERANCE!
YOU'RE WONDERFUL, ANGEL!
The End
© NPP 1948

Held aloft by Steve Trevor, Wonder Woman addresses the citizens of Oakville, U.S.A., 1948

"I'm glad to get my position back," remarks Wonder Woman to the former Army nurse. "But I envy you yours, as wife and mother" (Sen No. 9).

Wonder Woman's sexual conflict becomes most apparent in situations involving her relationship with Steve Trevor. Although Wonder Woman cannot bring herself to surrender to Trevor, she has frequent fantasies in which he overpowers her, i.e., in which Trevor takes by force that which she is unwilling to give him outright. The implication is inescapable that Wonder Woman would like Trevor to make love to her, but only if she can somehow evade responsibility for bringing the act of love about. Indeed, by telling Trevor, as she often does, that she can only marry him once crime and injustice have been eradicated from the earth, she effectively ensures that she will never actually have to choose between her sexual desire for Trevor and her fidelity to Amazon law. (*See* section G, the relationship with Steve Trevor.)



The LEGION OUTPOST

BY JACK C. HARRIS

Welcome to **the Legion Outpost!** No, this isn't the popular **Legion** fanzine published by our good friend Harry Broertjes, nor is it the letters page of the **Legion** from many years ago (from which we have derived the name for this feature). Instead, we're using these pages as a showcase for supplimentary information—an extention of our now-sold-out 9th issue of AWODCC (our special **Legion** edition).

* * * * *

In this installment we shall concern ourselves with the well known **Legion** Cruiser. To gain this highly classified information, we had to consult an expert. And who would be more qualified as an expert than the builder of the newest cruiser, Querl Dox of the planet Colu. He is better known as **Braniac 5,** the science expert of **The Legion of Super-Heroes!**

* * * * *

JCH: To begin with, Querl, why does such a super-group as the **Legion** need a fancy space ship such as the **Legion** Cruiser? Many of the members can fly on their own power and the rest have flight rings.

. . .

BRAINIAC 5: Call me **Brainy,** please. To answer your question, I must remind you that the flight rings do not enable the non-invulnerable members to fly through airless space! I have a flight ring, but I still have to remain within an atmosphere to be able to utilize it. The Cruiser is faster for transporting a great many members over a greater distance

than any sort of individual method.

JCH: Where did you obtain your latest Cruiser and what kind of ship did you first use?

B 5: Well, when we first banded together, Mr. Brande (R.J. Brande the multi-billionaire sponser of the **Legion**) would put any of his vast fleet at our disposal. Whichever we were using at any given time was designated as "the **Legion** Cruiser." The model we are currently using was designed by a Mr. D. Cockrum of your own 20th century (Dave Cockrum, a well known artist who drew what were known as "comic books"). With his help, I was able to constust the fastest and most maneuverable ship in the Universe!

JCH: I've noticed, as have many fans, that the Cruiser is often shown bigger in one adventure than it is in another. Any explanation of this?

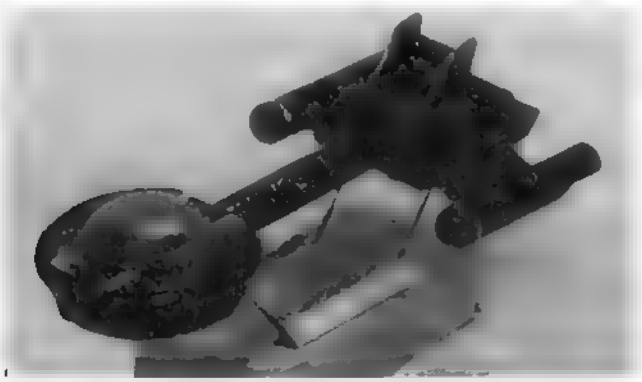
B 5: Yes, there are two different models. One is equipped to transport 8 **Legionnaires** and the larger model can comfortably handle the entire **Legion!** We have two of the larger Cruisers and five of the smaller ones in our fleet.

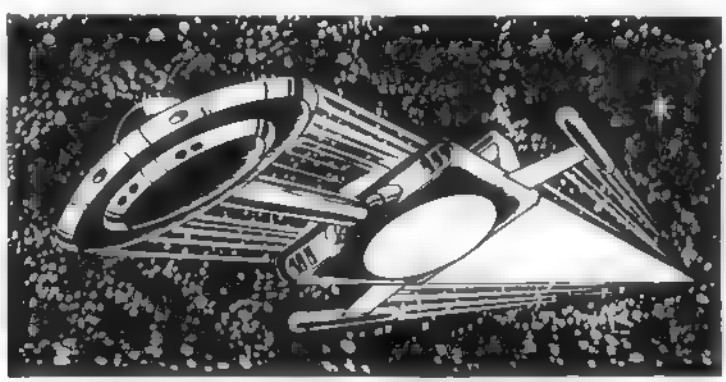
JCH: What are some of the unusual capabilities of the current **Legion** Cruiser?

B 5: Firstly, it can travel up to 10 time faster than the speed of light, thanks to the warp engines. It also has the capability of piercing certain dimensional barriers such as the one from between Earth and Bzgtl, **Phantom Girl's** other-dimensional world.

JCH: How about traveling through the time barrier?

B 5: Yes, it is able to do that too, but we usually like to use our time bubbles for that. The power drain for time travel is too great to go hopping through the eons with a





Cruiser. In an emergency., of course, we'd have no hesitation for such a move.

JCH: Many fans have written us and complained that the Cruiser looks like and has many of the same devices as the one depicted on a popular TV show of the 20th century.

B 5: What's "TV?"

JCH: Television. It's an ancient form of entertainment.

B 5: Oh yes, I remember now. Well, in answer to that let me admit that many of the ideas of the 20th and later centuries that were considered "science fiction" back then are easily converted into "science fact" in my world of the 30th century. It's probably just a coincidence that the particular science fiction entertainment you're referring to was particularly able to construct a very accurate picture of the technilogical advancements of beings in their future. I think that's the only logical assumption that can be made.

JCH: It's a well known fact that you are the best pilot of the Cruiser, but can others guide it just as well?

B 5: Oh, certainly. Piloting the Cruiser, and related military tactics are part of the **Legion** Academy's training program. Every member has to be well-versed in the handling of the Cruiser in any given situation—from a simple transport run to an out and out space battle!

JCH: Who besides yourself would you consider an expert Cruiser pilot.

B 5: I'd rather not answer that. It's like asking me to pick a favorite of all my friends. I will say, however, that **Colossal Boy** handled himself very well during the Khund attack a few months back. (**SUPERBOY** #219, Sept., 1976) He had to make a very tricky crash landing on Vanvlack IV. But I think any of the **Legionnaires** could do likewise in a similar situation, that's just a good example to make.

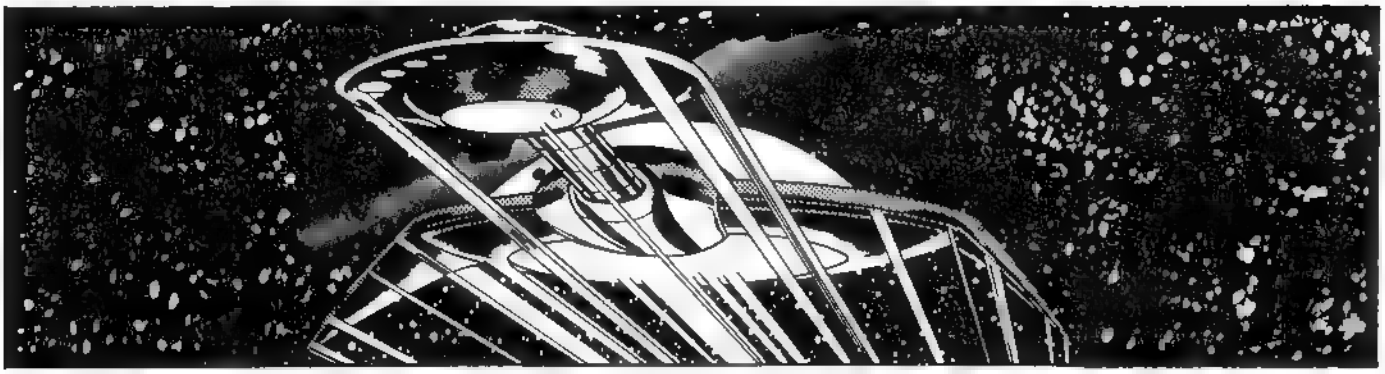
JCH: Many readers and fans have requested model kits of the newest Cruiser. Any chance of such a kit being available to the general 20th century public?

B 5: We cannot manufacture such a model for many obvious reasons.

JCH: Obvious reasons?

B 5: Yes, we wouldn't want such beings as the Khunds, for instance, getting hold of our design. That's what the run-in was about a few months ago..

JCH: Yes, I remember that. But



weren't the plans of the Cruiser published with an account of last Fatal Five adventure? Aren't you afraid the Khunds will get hold of a copy?

B 5: Not at all. We have very reliable intelligence sources that inform us the Khunds are **NOT** fans of **SUPERBOY STARRING THE LEGION OF SUPER HEROES!** They never read an issue!

JCH: Back to my original question. And let me rephrase it: Will there be a model of the Cruiser available to 20th century fans?

B 5: As yet there is no such model planned. But I'm sure if enough people asked for one, arrangements could be made. In the meantime there **is** a way to obtain a Cruiser model—build one yourself!

We were recently contacted by one Louis Conzo, Brooklyn, New York, United States, North America, Earth, 1976 A.D. Louis built a Cruiser model and we were quite impressed with it. I think you should contact him and learn how **he** constructed it!

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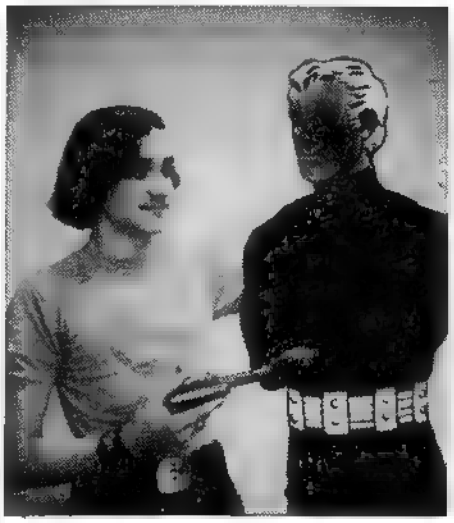
Contacting Louis Conzo was much easier than contacting **Brainiac 5** (how we contacted **him** will have to remain our secret). Louis has a conventional 20th century telephone and we called him via that device. We invited him to show us his model, which he did.

JCH: Mr. Conzo, we would be very interested in learning how you constructed your fine model of the **Legion** Cruiser.

LOUIS CONZO: I'll be glad to tell you. It's basically a wooden model measuring approximately 8 inches in length. The Cruiser is divided into three sections: The Bridge, the Living Quarters and the Engine Section. The Bridge consists of the observation dome and the weapons pod. On my model the Bridge section is made from a



wooden disc. The dome is half of a yoyo and the weapons pod is a jar lid.

JCH: What kind of jar lid?

LC: A jelly jar.

JCH: Interesting. Are all the parts of your Cruiser obtainable around the everyday 20th century household.

LC: I believe so. For instance, the Living Quarters section was cut from a section of broom handle. The Engine section was made of wooden sheets, the exhaust tubes with the remaining broom handle pieces. I made the ion cannons out of plastic beads split in half.

JCH: I see how you obtained all the pieces, but how did you actually put the model together?

LC: I used wood glue for all the connecting joints.

JCH: I'm impressed with the eerie blue color you managed to achieve. What kind of paint did you use?

LC: I used an "off blue" enamel paint. It is glossy, giving an almost metallic quality to the finished project.

JCH: How long did it take you to complete the model?

LC: I worked on it off and on for quite a few days. I think the actual accumulated time was somewhere in the neighborhood of 16½ hours.

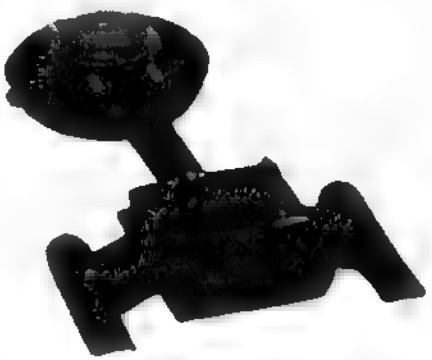
JCH: Well, I want to thank you on behalf of **Legion** fans everywhere for telling us how we can make our own **Legion** Cruiser.

LC: Thank you for letting me show you. By the way, I not quite finished yet.

JCH: How do you mean?

LC: Well, since I want to construct the **perfect** model of the **Legion** Cruiser, I'm now working on a second one that I hope will be an improvement on the first.

JCH: We'll be very interested in seeing that one too, Louis, thanks again.



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Flash Bulletin! Watch for the debut of a **new Legionnaire** in #226—and the death of a member in #227!

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That's it, Legion fans! How do you like our **Legion Outpost?** Write and let us know! In fact, we'd like to know what you would like to see on **AWODCC's Legion Outpost** pages! Please let us know what you think and any ideas you have for this special **Legion** feature. Write to: **THE LEGION OUTPOST,** c/o **AWODCC,** National Periodicals, 75 Rockefeller Plaza, New York, New York 10019!

DIRECT CURRENTS

#13 unlucky? Nonsense! It couldn't be. . . not when it's the issue of the **AMAZING WORLD** to announce the best and most exciting new news to come out of any comic book company in decades!

Ever since the forties, fans have mourned the end of the Golden Age of Comics . . . an age that grew gilded in everyone's mind because of the incredible 64-page all new comics that were published then. Well, we miss that era too, and we're doing something to bring it back. This Christmas, watch your newsstand for the first of our new line of all-new 80-page comics.

Four titles will be changing over to this dynamic new format: **SUPERMAN FAMILY, WORLD'S FINEST COMICS, HOUSE OF MYSTERY** and **G.I. COMBAT;** with two of them appearing on the newsstand every month from December onwards. Each mag will be filled with **all-new stories,** special features, and wrapped in the most incredible covers you've ever seen. They're going to be our finest, and we hope you'll be watching for them. For more details, check out the boxed newsflash on the next page!

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All the confusion of past months hasn't been completely straightened out, but we are getting our house in order enough to promise you that our December releases are the best bunch of books we've worked on in a while. Lots of talented people are flocking back to our team, including Neal Adams, Dick Giordano, Berni Wrightson, Gray Morrow, Russ Heath, Murphy Anderson, Bob Brown, Frank Springer, Rich Buckler and a host of other geniuses. Not to mention the top-flight crew already working on our mags.

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Since change is the watchword now, we're changing our image from the top down. You've already noticed the disappearance of the "cigar band" strip that used to go across our comics, and as of our November titles you can look for a new **DC** symbol as well. It symbolizes our four-star quality, and was designed by noted artist Milton Glaser, who also designed the look of **NEW YORK** magazine.

We're also changing the group of magazines we publish somewhat, cutting away at some dead weight to make room for some exciting new titles that will be premiering in the early months of next year, and adding extra issues of already popular titles. Watch for **FLASH** and **WONDER WOMAN** to make the move to monthly status this fall, with **GHOSTS, WITCHING HOUR** and **WEIRD WAR TALES** going up to eight times a year.

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As usual, we have a column of fond farewells. This time around, bid adieu to **BLACKHAWK** (with #250), **BLITZKRIEG** (with #5), **FOUR STAR SPECTACULAR** (with #6), **PLOP** (with #24), **TARZAN** (with #258), and **TARZAN FAMILY** (with #66).

In addition, two magazines have had their frequencies reduced to bi-monthly: **DC SUPER STARS** and **DETECTIVE COMICS.**

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The long-awaited **BLACK LIGHTNING** title will be debuting as a seven-times-a-year magazine, with the first issue on sale in early January. Tony Isabella created and wrote it, and new artist Trevor Von Eeden worked with veteran Frank Springer to illustrate it. Story Editor Jack C. Harris promises action aplenty.

A Rose By Any Other Name Department: In keeping with our changing image, we're changing the names of a few of our titles this fall. **Sgt. Rock** has been the star of **OUR ARMY AT WAR** for so many years now that we think of the magazine as his, so we're making the change in name as well, beginning with **SGT. ROCK** #302. Similarly, watch for **THE UNKNOWN SOLDIER** formerly **STAR SPANGLED WAR STORIES** #205.

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JONAH HEX #1 will be on the stands in December, but he's spinning off from **WEIRD WESTERN TALES** while **WWT** remains a regular title with a new star . . . the details of which are not set at press time.

Spanking new Story Editor Tony Isabella has tired of the 9 to 5 grind already and is shifting over to a freelance workload. He'll be writing a heavy load of books for us . . . beginning with **WELCOME BACK, KOTTER** and his own **BLACK LIGHTNING.**

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Frank Springer has debuted as the regular inker on **SUPERMAN,** and we're all in love with his work. In fact, it's so dynamic that Neal Adams has taken up the gauntlet to duel Springer . . . not with guns, of course, but with pen and brush. Neal will be doing the art on the **SUPERMAN VS. MUHAMMAD ALI** mag to show his rendition of the Man of Steel.

SHOWCASE may be dead, and **FIRST ISSUE SPECIAL,** too, but the concept behind them both is not forgotten. Beginning immediately, both **DC SPECIAL** and **DC SUPER STARS** are going experimental: with ever-changing and ever-creative contents. Leading off the new look for **DC SUPER STARS** was the **Strange Sports Stories** book that has already hit the stands. The following issue (#11) will spotlight the **DC SUPER STARS OF MAGIC, Zatanna** and Abra-Kadabra, in a reprint collection.

Superboy lives again in the following issue—in a 21-page new tale by Cary Bates, Curt Swan and Murphy Anderson—the team that made the Man of Steel a legend in our time. "Don't Call Me Superboy" reintroduces the Super-Teacher From Krypton whom long-time fans may remember.

Enemy Ace will star in his own classic collection in November as well, but that will be in **DC SPECIAL.**

What made the Golden Age glisten? Well, if you ask most people it was the incredible quantity of material that each magazine featured: the variety of artists and characters featured between each set of covers So, to recreate the Golden Age today, we're creating a new group of comics that will feature that same variety—with the quality that only today's top talent can produce.

Leading off the list is **SUPERMAN FAMILY,** one of our younger magazines, but one of the fastest rising stars in our galaxy. Fans of the **Superman** repertoire company can now look for all new stories of **Lois Lane, Jimmy Olsen** and **Supergirl** in every issue, along with new glimpses into **Superman's** other world. In the first issue, for example, new tales of **The Fabulous World of Krypton** and **Superbaby** are spotlighted.

Next in line is our original gothic grabber, **HOUSE OF MYSTERY.** Each issue will feature a selection of the most shocking stories we can envision, as well as special features, games, and Sergio Aragones' special humor pages. And naturally, it'll be more than any other mystery magazine can offer.

Those two will be our Christmas presents to you, but we'll be following them up quickly in January with two more titantic treats. First off, **G.I. COMBAT** will be jumping up to 80 pages. Every issue of this mag will feature two tales of the **Haunted Tank,** as well as a carefully crafted selection of military masterworks. Watch next issue for a full listing.

We call the next biggie **WORLD'S FINEST COMICS**—and we mean it! Besides an extra-long **Superman-Batman** team-up by Bob Haney and Curt Swan, **Wonder Woman, Green Arrow** and **Black Canary** will all be flying solo in every issue . . . along with a special story of a currently unpublished **DC** hero, beginning with a **Vigilante** tale.

All four of these mags will be published bymonthly, and their 80 pages will include more pages of new stories and features (66) than your dollar will buy anywhere else. And we meant more for your dollar, because these are our dollar comics . . . each one showing off the best of our glistening new Golden Age!

After that we're going to have an all-Sergio Aragones issue of **DC SUPER STARS** (let no one deny that he has a place in the firmament of our universe), and an incredible **Dinosaur** issue of **DC SPECIAL** that's only in the planning stage as I write this.

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And while we're on the topic of Giant-size excitement, take a look at the listings for **JUSTICE LEAGUE OF AMERICA** on the following pages and you'll notice that the **JLA** has grown up as well. Beginning with the November release, **JLA** will be a monthly 50c magazine—with all-new material! If that doesn't cause Dick Dillin to collapse, nothing will! (Rumor hath it that Steve Englehart enjoys writing 33-page-long tales . . . just shows that everyone in California **is** weird!

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James Sherman is chugging along from super-hero group to group. No sooner did he finish the second new **Challengers of the Unknown** story for **SUPER-TEAM FAMILY,** then we tossed him a **Legion of Super-Heroes** tale to illustrate, just to give overworked Mike Grell a breather.

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Deadman lives! He'll be back in the 133rd issue of **THE BRAVE AND THE BOLD,** and if current whisperings are true, that won't be all! But more next time . . .

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Actually, a lot of old favorites are coming back onto people's drawing boards. We mentioned the new stories of the **Manhunter From Mars** last issue (although the artists really responsible are Mike Nasser and Terry Austin). Not to mention **Green Arrow, Black Canary** and **Vigilante,** all getting their own features in **WORLD'S FINEST COMICS,** as mentioned elsewhere.

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There's big changes coming up in **WONDER WOMAN'S** magazine. With plans going ahead full speed for her TV series this winter, we're moving the Amazing Amazon back to World War Two adventures and to a new editorial approach, as Story Editor Denny O'Neil takes over guiding Marty Pasko, Jose Delbo and Vince Colletta.

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Our incredible oversize line of tabloids will be reevaluated in the next few months, and you can watch for some new projects in that format coming up next summer. To tide you over until then, **RUDOLPH** will be paying his annual holiday visit in a special $2.00 edition, and the **SUPERMAN VERSUS MUHAMMAD ALI** fight book is progressing for late winter or early spring release.

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Ramona Fradon will be turning her cartooning talents to the **SUPER FRIENDS** beginning with its third issue, since Joe Orlando has worn his pencil to a stub tightening Ric Estrada's layouts and we refuse to give him a new one (he might get used to the idea of getting paid).

Taking her place as the regular artist of the **FREEDOM FIGHTERS** will be Dick Ayers.

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Department of Unforeseen Special Events: METAL MEN #50 is sure to be a classic, but not the way we planned it. The Dreaded Deadline Doom has made a special guest appearance here at **DC,** providing us with sufficient problems to cause a reprint of **METAL MEN** #6, "The Day Doc Turned Into A Robot" by Bob Kanigher, Ross Andru and Mike Esposito. We'll wrap it all up in a nice new frame by Marty Pasko and Joe Staton, though, so that it matches current continuity.

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On the other hand, **HERCULES UNBOUND** will be a planned Special Event, as Cary Bates takes time out of his hectic schedule to script an issue of the adventures of the mightiest man on Earth.

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For those of you who have been wondering where several long-promised **Tales of The Great Disaster** have gone to, watch **WEIRD WAR TALES** for the next few months. By writing new leads, we've turned them into episodes of **The Day After Doomsday.**

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If you read Michael Fleisher's article in our last issue, you've no doubt been waiting impatiently for the second volume of his **Encyclopedia of Great Comic Book Heroes.** Well, wait no longer—if you run to your bookstore right now, you can get a copy of the greatest research work on **Wonder Woman** ever written.

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Youth will be served, and our latest discoveries are making the move from the back-up universe to the limelight. Mike Nasser is taking over as the new penciller of **KOBRA** with #6 (making it six pencillers in as many issues) and Marshall Rogers is doing a Batman story for **DETECTIVE COMICS,** wrapping up the Calculator multiparter.

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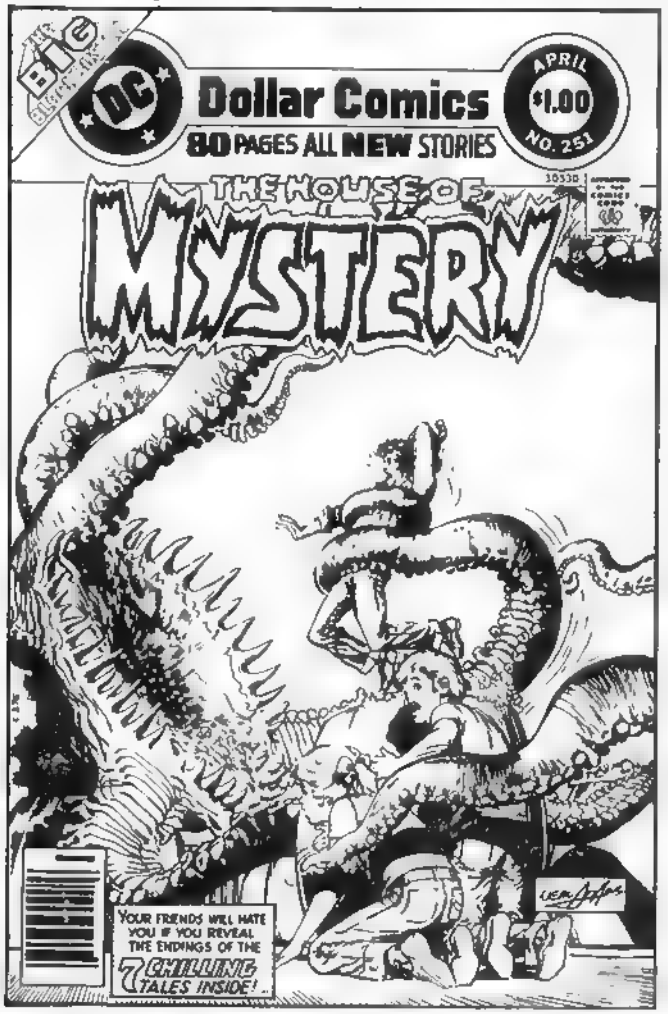
Come to think of it, I was premature in calling them our latest discoveries. The newest faces around the office are three writers who have broken into the field in the past, but are just starting to make their presence felt at **DC.** Bill Kunkel sold a few stories to us when **FORBIDDEN TALES OF DARK MANSION**


DC
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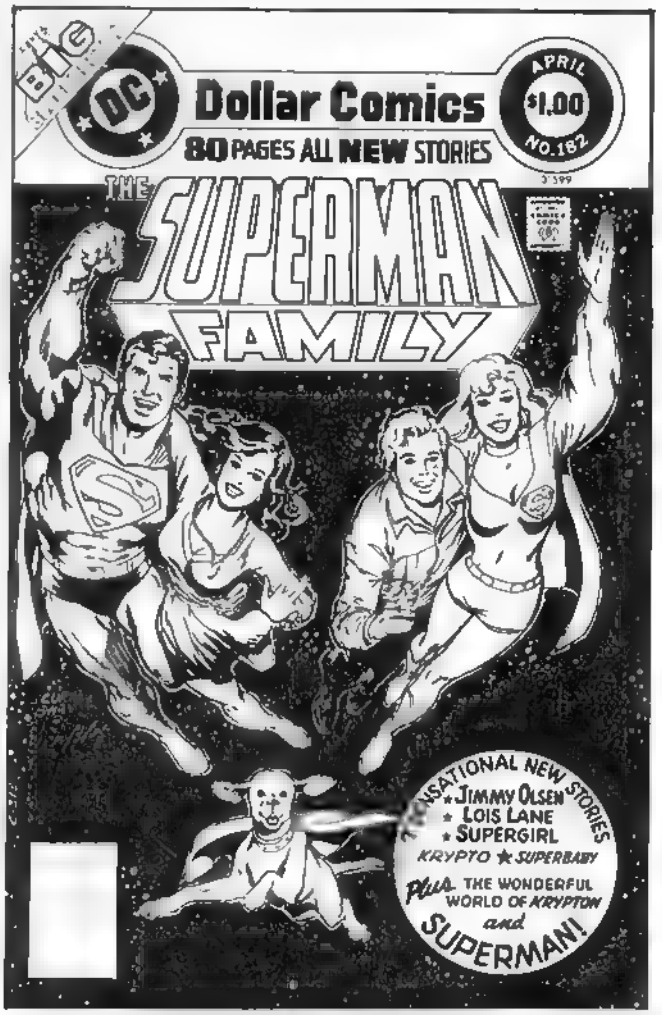
THE HOUSE OF MYSTERY
YOUR FRIENDS WILL HATE YOU IF YOU REVEAL THE ENDINGS OF THE 7 CHILLING TALES INSIDE!



was still around, but now he's moved up to **Lois Lane.** Jane Aruns you may remember from **PLASTIC MAN** #13, and now she's done a **Jimmy Olsen** epic. Paul Kupperberg has popped up in these very pages in the past, and now he's moving to four colors with a **Fabulous World of Krypton** classic.

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Personals Department: John Workman has taken a leave of absence (no, not a leave of his senses!) to go back to his native Washington to get married. He'll be back in three months, complete with blushing bride. *This issue marks Carl Gafford's last Co-Editor of **AWODCC,** since he'll be heading for the streets of San Francisco by the time you read this. We hope Carl will continue as a Contributing Editor (and special guest colorist, as well) . . . but only time will tell. *

OCTOBER
COMICS LISTING

( ) OUR ARMY AT WAR #300 (January). The immortal team of Joe Kubert and Bob Kanigher returns once again to bring you a special surprise treat in this, the tricentennial issue starring the hero of World War II, **Sgt. Rock.** This issue is so special, in fact, that you're just going to have to see it for yourself to believe it! Cover by Kubert (On sale October 5th)

( ) JUSTICE LEAGUE OF AMERICA #138 (January). The **JLA** must travel to the 73rd century to rescue **Adam Strange** from a deadly fate in "Adam Strange—Puppet of Time" by Cary Bates, Dick Dillin and Frank McLaughlin. It also guest-stars none other than **Alanna,** otherwise known as **Mrs. Adam Strange.** Cover by Neal Adams. (On sale October 5th)

( ) GHOSTS #51 January/February). More exciting journeys into the supernatural, featuring "The Ghost Who Would Not Die", "The Haunting Spirits of '76" and "The Blackmailed Phantom". (On sale October 5th)

( ) KARATE KID #6 (January/February. The Legion of Super-Heroes makes a guest appearance just in time to stop **Karate Kid** from killing his latest and greatest foe in "Showdown with Commander Blud" by Barry Jameson, Ric Estrada and Joe Staton. Cover by Ernie Chua and Mike Grell. (On sale October 7th)

( ) THE FLASH #246 (January). The awesome scientific-magic of **Abra Kadabra** is used to transport **The Flash** to the Earth of the 64th Century. The reason becomes all too clear when the malevolent magician cries "Kill Me, Flash—Faster . . . Faster!" in this Cary Bates, Irv Novick and Frank McLaughlin super-speed classic. Plus: The Emerald Gladiator faces a foe who is half-man and half-plant in this issue's **Green Lantern** tale by Denny O'Neil, Dick Dillin and Terry Austin called . . . rry of the Floronic Man". Cover by Neal Adams. (On sale October 7th)

( ) BLACKHAWK #250 (January/February). The saga of the **Blackhawks** ends . . . this time with the death of one of its members! Find out who is fated to be a victim of the "Wheel of Death" by Steve Skeates, Ric Estrada and George Evans. Cover by Rich Buckler and Vince Colletta (On sale October 7th)

( ) FOUR STAR SPECTACULAR #6 (January/February). This collection of classics marks the final bow of this title with "The War Between Superboy and Krypto", (Otto Binder & George Papp) "The Wonder Woman Album," (Bob Kanigher, Ross Andru & Mike Esposito), "Blackhawk", and "Etta Candy and Her Holiday Girls!" (Charles Moulton & H.G. Peter—both of whom make cameo appearances)—if you missed 'em the first time around don't say we didn't give you a second chance! Cover by Ernie Chua and Vince Colletta. (On sale October 7th)

( ) RUDOLPH THE RED-NOSED REINDEER (Holiday Edition). It's a little early for Cristmas, but we wanted to be sure you wouldn't miss this double-sized edition of all-new adventures of Santa's favorite reindeer in the holiday rush! Sheldon Mayer and Tenny Henson bring you **Rudolph's** adventures, along with loads of yuletide games and surprises! (On sale October 7th)

( ) SUPERMAN #307 (January). Did the man of Steel really come from the dead planet Krypton . . . or is his entire origin the product of **Superman's** own deranged mind? Find the stunning answer in a story that you'll long remember "Krypton No More!" . . . a shocker by Gerry Conway, Jose Luis Garcia Lopez and Frank Springer. Cover by Neal Adams. (On sale October 12th)

( ) BATMAN #283 (January). The trail has lead him through Hungary and Burundi, but **The Batman** soon finds that all the clues lead him right back to his own backyard in "Omega Bomb Target: Gotham City" by David V. Reed, Ernie Chua and Alfredo Alcala. Cover by Chua and Vince Colletta. (On sale October 12th)

( ) HOUSE OF MYSTERY #249 (January). The House's able caretaker, **Cain,** presents twin tales of terror for your Halloween enjoyment. "Hit Parade of Death" is by Michael Fleisher, Russell Carley and Buddy Gernale, while Bob Kanigher and Nestor Malgapo give you "The Devil Has Two Faces". All this, plus a Cain's Game Room Page, too! Cover by Ernie Chua and Vince Colletta. (On sale October 12th)

( ) SECRET SOCIETY OF SUPER-VILLAINS #5 (January/February). The mind-shattering conclusion of the war between the **Secret Society** and the minions of the Dark God of Apokolips, **Darkseid,** as the **Black Racer** claims two victims in "Endgame" by Bob Rozakis, Rich Buckler and Vince Colletta. Cover by Ernie Chua and Colletta. (On sale October 12th)

( ) WEIRD WESTERN TALES #38 (January/February). When a ferocious white wolf who has been plaguing ranchers turns on the town banker it's time to call on **Jonah Hex** in "Track of the Wolf . . . Claw of the Bear" by Michael Fleisher and Jose Luis Garcia Lopez Cover by Lopez. (On sale October 14th)

( ) RICHARD DRAGON, KUNG FU FIGHTER #13 (January/February). It's all left up to **Dragon** and **Lady Shiva** to "Catch An Assassin" when **Ben** is wounded in this martial arts masterpiece by Denny O'Neil and Ric Estrada (On sale October 14th)

( ) KOBRA #6 (January/February). Kobra is out to get you . . . and you'll learn just how extensive his power is in "The-Crack-in-the-World Conspiracy" by Martin Pasko, Mike Nasser and Joe Rubenstein. Plus: Everything you've always wanted to Know About Project R—but were afraid to ask! (On sale October 14th)

( ) WELCOME BACK, KOTTER #2 (January) Epstein's the past master of practical joking, but this time the jokes on him! And at this same time, it backfires on **Kotter** and the other sweat hogs. Read how in this Jack Sparling-Frank Springer illustrated tale. Cover by Bob Oksner. (On sale October 14th)

( ) SUPERBOY/LEGION OF SUPER-HEROES #223 (January). The deadly **Time Trapper** is back . . . and he's captured five **Legionaires** who discover "We Can't Escape the Trap in Time" by **Legion**-veteran Jim Shooter, Mike Grell and Bob Wiacek. Cover by Grell. (On sale October 19th)

( ) SHAZAM #27 (January/February). Kid Eternity returns in this story that has **Captain Marvel** and **Uncle Dudley** tracking the nefarious **Dr. Sivana** to where he plans to hatch a scheme that will bring about "Fear in Philadelphia", by E. Nelson Bridwell, Kurt Schaffenberger and Vince Colletta. Cover by Ernie Chua and Schaffenberger. (On sale October 19th)

( ) WEIRD WAR TALES #50 (January/February). To celebrate the fiftieth fearful issue, Steve Englehart, Dick Ayers and Alfredo Alcala team up to bring you a full-length blockbuster about Hitler's rise to power in "An Appointment With Destiny!" Cover by Ernie Chua and Vince Colletta. (On sale October 19th)

( ) OUR FIGHTING FORCES #171 (January/February). The Nazis have come

up with a deadly new gas and the **Losers** are given the dirty job of stopping them in "A Long Day . . . A Long War" Kanigher and George Evans. Plus: a **Gunner and Sarge** outing by Wesley Marsh and E.R. Cruz, "The Human Grenade". (On sale October 19)

( ) **ALL STAR COMICS #64 (January/February).** Five members of the **All Star Squad** are transported back through time to battle **Vandal Savage,** while a present-based **Hourman** fights the forces of the **Icicle.** "Yesterday Begins Today" is by Paul Levitz and Wally Wood. Cover by Wood. (On sale October 21st)

( ) **ADVENTURE COMICS #449 (January February).** Steve Skeates and Jim Aparo . . . together again for the first time! This time around they bring you a new foe for **Aquaman** in "Menace of the Marine Marauder". Also on the same bill: **The Manhunter From Mars** returns in a Denny O'Neil-Mike Nasser-Terry Austin tale entitled "Mission: Catch A Killer". Cover by Aparo. (On sale October 21st)

( ) **SUPERMAN FAMILY #181 (January). Lois Lane,** the world's most famous gal reporter, is spotlighted this issue in "The Secret Lois Lane Could Never Tell" by Cary Bates, Jose Delbo and Vince Colletta. (If you want to find out what the secret is you'll have to buy the issue!) Also in this issue, a classic tale that answers the musical question of what would happen if "Jimmy Olsen Marries Supergirl" (art by Curt Swan and George Klein). Cover by Ernie Chua and Vince Colletta. (On sale October 21st)

( ) **BATMAN FAMILY #9 (January/February).** Why have the **Joker's Daughter** and **Catgirl** been showing up at Hudson University? For the answer to that question (not to mention the asking of many more!) read "**Sinister Schemes** of the Devilish Daughters" as **Batgirl** and **Robin** take on the offspring of **The Riddler, the Scarecrow** and **the Penguin,** in this tale by Bob Rozakis, Irv Novick and Vince Colletta. Also: **Batman** and **Robin** are in big trouble when "The Blockbuster Breaks Loose" (Gardner Fox, Carmine Infantino & Joe Giella) and **Alfred** cooks up a "Recipe for Revenge" (art by Merry Robinson). Cover by Ernie Chua and Colletta. (On sale October 21st)

( ) **FREEDOM FIGHTERS #6 (January/February).** It's Halloween . . . and at the annual Rutland, Vermont Halloween Parade, our sextet of fugitive heroes is on hand for the "Witching Hour of the Warrior Wizards", a tale mystery and suspense by Bob Rozakis, Ramona Fradon and Robert Smith. Cover by Rich Buckler and Vince Colletta. (On sale October 26th)

( ) **G.I. COMBAT #198 (January).** The Nazi War machine who used to be human, **The Blitzkrieg Brain,** returns to haunt **Jeb Stuart** and **The Haunted Tank** in "The Devil Rides a Panzer" by Bob Kanigher and Sam Glanzman. Bart Regan and E. R. Cruz are also on hand with another tale of the **O.S.S.** entitled "The Ship That Would Not Die"! (On sale October 26th)

( ) **UNEXPECTED #177 (January /February).** A trio of fear-fraught tales in which the unexpected is to be expected: "Reward for the Wicked", "Death Is Dangerous To Your Health" and "Death Is the Surprise". (On sale October 26th)

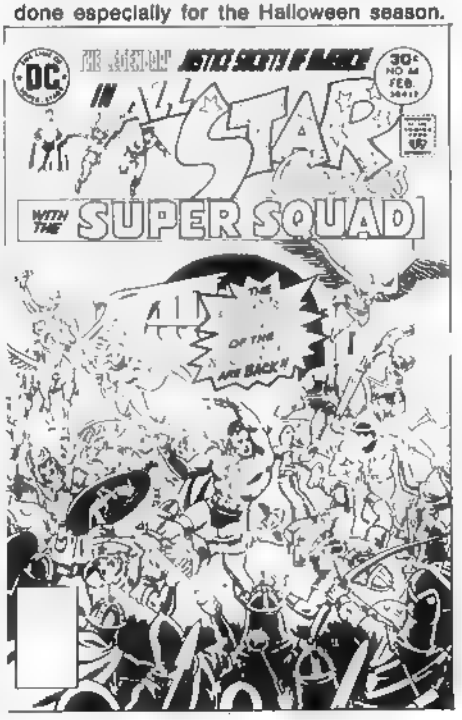
( ) **TARZAN #257 (January).** A classic from the past as the **ape-man** relives "The Nightmare" by Joe Kubert. Cover by Ernie Chua and Alfredo Alcala. (On sale October 26th)

( ) **ACTION COMICS #467 (January).** There's trouble in Metropolis . . . and it's caused by none other than the **Man of Steel** himself in "Stop It, Superman—You're Wrecking the World!" by Gerry Conway, Curt Swan and Tex Blaisdell. There's also a story of **Krypto, the Pup of Steel,** with **Mr. Mxyzptlk,** which proves the age old adage that "A Superman's Best Friend Is His Superdog" by Bob Rozakis, Swan and Blaisdell. (On sale October 28th)

( ) **DETECTIVE COMICS #467 (January/February). Batman** finds himself face to face with—himself? See how in the story by Bob Rozakis, John Calnan and Vince Colletta which we call "Pick-Up On Gotham 2-4-6"! Also, **The Calculator** is back and the sum total of that return is "The Man Who Sky-Jacked Hawkman" by Rozakis, Marshall Rogers and Terry Austin. (On sale October 28th)

( ) **DC SUPER-STARS (OF MAGIC) #11 (January).** Magic, as you can tell from the book's title, is the theme of this issue . . . done especially for the Halloween season. Starring in this issue are **Zatanna The Magician** by Len Wein and Gray Morrow, and **Abra Kadabra** battling the **Scarlet Speedster** in "Case of the Real-Gone Flash" by John Broome, Carmine Infantino and Joe Giella. Cover by Morrow. (On sale October 28th)

( ) **YOUNG LOVE #123 (January).** More heart throbs for the young and in love, including "Love Is The Answer", "Twenty Miles To Heartbreak" and The Lost Love" . . . . not to mention a load of fabulous features! (On sale October 28th)



NOVEMBER COMICS LISTING

( ) **OUR ARMY AT WAR #301 (February).** More military action with **Sgt. Rock** and the combat-happy Joes of **Easy Co.,** by Bob Kanigher, Joe Kubert and Frank Redondo. Cover by Kubert. (On sale November 2nd)

( ) **KAMANDI #49 (February/March).** The **Last Boy on Earth** relives his first adventure in the outside world, courtesy of Elliot S. Maggin, Dick Ayers, Ernie Chua and Afredo Alcala in a surpise pack story called "Trial By Fear". Cover by Chua and Alcala. (On sale November 2nd)

( ) **ISIS #3 (February/March).** TV's mightiest heroine finds herself up against "The Wrath of Set" by Steve Skeates, Mike Vosburg and Vince Colletta, and then goes to a "Political Rally Panic" where there's trouble galore, by Skeates, Jack Harris, Jose Delbo and Colletta. Cover by Vosburg and Colletta. (On sale November 2nd)

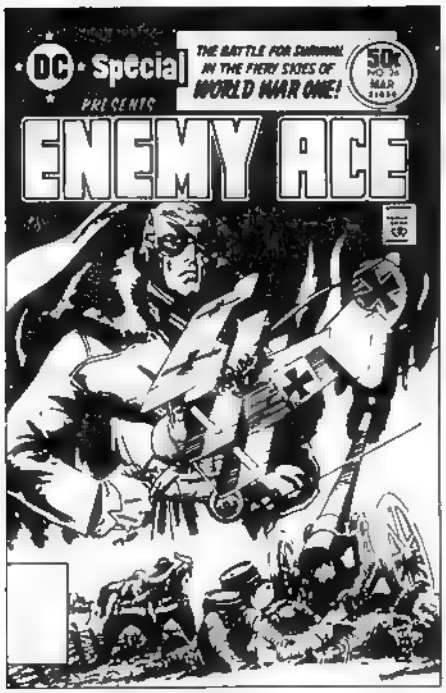
( ) **HOUSE OF SECRETS #144 (February/March). Abel** and the House Give you your bi-monthly bag of shockers: "The Man With Death On His Shoulders" by Cary Bates, Mike Vosburg and Vince Colletta; "The Vampire Of Broadway" by Bob Kanigher and Abe Ocampo and "Bide Your Time" by Steve (Gee, I don't remember writing that one!) Skeates, Ernie Chua and Colletta. Cover by Chua and Colletta. (On sale November 4th)

( ) **JUSTICE LEAGUE OF AMERICA #139 (February).** Double your pleasure. . . and double the menace for the **JLA** as the magazine goes to its giant-sized, all-new look. Leading off the issue is a story spotlighting **Adam Strange** (not to mention the return of one of the **JLA's** oldest foes!) by Cary Bates, Dick Dillin and Frank McLaughlin: "The Cosmic Conspiracy Against Adam Strange"! Then, Steve Englehart makes his debut as regular scripter by bringing back **Captain Cold, The Icicle** and **Mister Blizzard** (plus a surprise villain) in "The Ice Age Cometh!" Art, as usual, by Dillin and McLaughlin. (On sale November 4th)

( ) **STARFIRE #4 (February/March).** Journey once more into the future with **Starfire,** by Elliot Maggin, Mike Vosburg and Vince Colletta. (On sale November 9th)

( ) **SUPERMAN #308 (February). The Man of Steel** battles **Radion** and the **Protector** while trying to determine his true origin in this continuation of the tale begun last issue. "This Planet Is Mine" is by Gerry Conway, Jose Luis Garcia Lopez and Frank Springer. (On sale November 9th)

( ) **BATMAN #248 (February).** He's back . . . and more deadly then ever! Watch as **Dr.**



Tzin-Tzin realizes "If There Were No Batman, I would Have To Invent Him", a thrilling tale told by David V. Reed, with art by new **Batman** artist Romeo Tanghal. (On sale November 9th)

( ) STAR SPANGLED WAR STORIES #204 (February/March). Learn why "The Unknown Soldier Must Die" at the hands of the **Black Cat** as Bob Haney returns to scripting this feature. Dick Ayers and Gerry Talaoc provide the art. "A Walk Up a Hill" is this issue's second feature by Bob Kanigher, Ayers and Bob McLeod. Cover by Joe Kubert. (On sale November 11th)

( ) TEEN TITANS #46 (February). A group of world-famous stars of a rock 'n' roll battle of the bands are kidnapped to make way for "The Fiddler's Concert of Crime". Also in this Bob Rozakis-Irv Novick-Joe Giella story, a new member joins the **Titans!** (On sale November 11th)

( ) METAL MEN #50 (February/March). Welcome, if you will, Joe Staton to the pages of the **Metal Men** as he takes over the art chores beginning with this issue's lead-in (scripted by Martin Pasko) to the Bob Kanigher-Ross Andru-Mike Esposito classic entitled "Doc Magnus, Robot!" Cover by Walt Simonson. (On sale November 11th)

( ) DC SPECIAL #26 (February/March). The flyer of the killer skies of World War I returns in "Enemy Ace" (his first appearance from **Our Army At War**) and "The Devil's General", both by Bob Kanigher and Joe Kubert. Cover by Kubert. (On sale November 11th)

( ) SUPERBOY/LEGION OF SUPER-HEROES #224 (February/March). Denny O'Neil takes over as story editor "When Stargrave Strikes" in this wrap-up of the **Time Trapper** tale begun last issue by Jim Shooter, Mike Grell and Bob Wiacek. Cover by Grell. (On sale November 16th)

( ) BRAVE & BOLD #132 (February). Richard Dragon, Kung Fu Fighter makes his debut as **Batman's** co-star in the Bob Haney-Jim Aparo story called "Batman—Dragon-Slayer". Cover by Aparo. (On sale November 16th)

( ) GREEN LANTERN/GREEN ARROW #93 (February/March). Green Lantern moves to Julie Schwartz's editorial domain, and the Emerald Gladiator goes solo for about 90% of the issue in a "War Against the World Builders" by Denny O'Neil, Mike Grell and Terry Austin. Cover by Grell. (On sale November 16th)

( ) SUPER FRIENDS #3 (February). Superman, Wonder Woman, Aquaman, Batman and **Robin** and their junior partners take on "The Cosmic Hit Man" by E. Nelson Bridwell, Ramona Fradon and Robert Smith. (On sale November 18th)

( ) RAGMAN #4 (February/March). The Tatterdemelion with a mission . . . that's the **Ragman.** By Bob Kanigher and Joe Kubert, who also provides this issue's cover. (On sale November 18th)

( ) WONDER WOMAN #228 (February). New Story editor Denny O'Neil and Martin Pasko give the **Amazon Princess** a new look as **Wonder Woman** goes monthly and meets up with her World War II counterpart in "Retreat to Tommorrow", with art by Jose Delbo and Vince Colletta. (On sale November 18th)

( ) WITCHING HOUR #68 (February/March). More midnight tales of the macabre. (When Time Ran Out" (Carl Wessler-E R. Cruz), "Young Man in a Shroud" (Wessler and Rubeny), and "Lam to the Slaughter" (Jack Kelly and Fred Carrillo.) (On sale November 18th)

( ) G.I. COMBAT #199 (February). Join **Jeb Stuart** and the ghostly guardian of the **Haunted Tank** in another thrilling tale of World War II, A Medal From a Ghost" by Bob Kanigher and Sam Glanzman. Plus an O S.S. tale, "The Wingless Ace," by Bart Regan and E.R. Cruz. (On sale November 23rd.)

( ) WORLD'S FINEST COMICS #243 (February). Robin joins forces with **Superman** and **Batman** as they discover "We Are Not Alone" by Bob Haney, Curt Swan and Al Milgrom. Cover By Rich Buckler and John Calnan. (On sale November 23rd)

( ) PLASTIC MAN #16 (February/March). Better late then never, we always say, so, after a four-month hiatus, the **Stretchable Sleuth** returns in a wacky adventure expertly woven by Steve Skeates, Ramona Fradon and Robert Smith called "Brains Washed While You Wait!" (On sale November 23rd)

( ) HERCULES UNBOUND #9 (February/March). The shocking story of how David Rigg became the Controller is told by David Michelinie, Walt Simonson, Bob Layton and Wally Wood . . . a team to be reckoned with! (On sale November 25th)

( ) WARLORD #5 (February/March). The center of the earth . . . chills and thrills . . . heretofore unimagined adventures . . . add 'em all together and you get this fantastic issue of Warlord, brought to you by Mike Grell (story, art and cover). (On sale November 25th)

( ) HOUSE OF MYSTERY #250 (February). Abel joins his brother, **Cain,** for a page of chilling chuckles by John Albano and Mike Kaluta before moving on to twin tales of terror: "Voyage to Hell" by Jack Oleck and Leo Duranona, and "Coffin for a Killer" by Bob Kanigher and Alex Nino. Cover by Ernie Chua and Vince Colletta. (On sale November 16th)

( ) SUPER-TEAM FAMILY #9 (February/March). The Challengers of the Unknown take a trip "To Doomsday and Beyond," by Steve Skeates, Jim Sherman and Jack Abel. Then, the **Doom Patrol** learns "The Incredible Origin of the Chief," a classic tale of Arnold Drake and Bruno Premiani. Cover by Rich Buckler and Abel. (On sale November 25th)

( ) ACTION COMICS #468 (February). The Cosmic Cowboy is back . . . and he's got his own television show in "Terra At Nine O'Clock" by Cary Bates, Curt Swan and Tex Blaisdell. And, beginning this issue, we get to catch a glimpse of the man behind GBS in a series called **Close-up: Morgan Edge.** The Marty Pasko-Swan-Frank McLaughlin story is called "My Son, the Orphan". (On sale November 30th)

( ) TARZAN #258 (February). We bid adieu to the **Ape Man** as Joe Kubert brings you the final DC issue of **Tarzan** in "The Renegade". A "Fantastic Creatures of Edgar Rice Burroughs" page by MacDonald Rounds out this issue. (On sale November 30th)

( ) DC SUPER-STARS #12 (February). Superboy flies solo once again in an all-new tale by Cary Bates, Curt Swan and Murphy Anderson called "Don't Call Me Superboy!" "The Super-Teacher From Krypton" is this issue's classic tale. Cover by Swan and Anderson. (On sale November 30th)

DECEMBER
COMICS LISTING

( ) **THE FLASH #247 (March). The Scarlet Speedster** races into monthly publication as he finds himself on the "Mad, Mad Earth of Abra Kadabra" by Cary Bates, Irv Novick and Frank McLaughlin. (On sale December 2nd)

( ) **WELCOME BACK, KOTTER #3 (March).** Tony Isabella takes over a scripter with "The Return of Angie Bereili", one of the original **Sweathogs!** Ric Estrada and Bob Oksner provide the art on the continuing adventures of Brooklyn School teacher **Gabe Kotter.** Cover by Oksner. (On sale December 2nd)

( ) **WEIRD WAR TALES #51 (March).** Paul Levitz and Nestor Redondo provide an introductory page to three tales of weird warfare: "Secret Weapon" by Jack Oleck and Bill Draut; "A Canterbury Tail" by Levitz, Jack Harris, Marshall Rogers and TRRYAstin, n "Project V" by Bob Rozakis, Draut and Bob Wiacek. Cover by Joe Kubert. (On sale December 7th)

( ) **KARATE KID #7 (March/April). Karate Kid,** the martial arts expert from the 30th century, finds himself under arrest for the murder of his landlady in this stunner by Barry Jameson, Ric Estrada and Joe Staton. (On sale December 7th)

( ) **SUPERMAN #309 (March).** The mind-blowing conclusion to **Superman's** search for the truth behind his origin in "Blind Hero's Bluff"by Gerry Conway, Jose Luis Garcia Lopez and Frank Springer. (On sale December 7th)

( ) **BATMAN #265 (March).** Suddenly there's no Cristmas in Gotham City and only the **Batman** is aware that it's been forgotten! Solve the "Mystery of Christmas Lost" right along with the **Caped Crusader,** scripter David V. Reed and Romeo Tanghal (On sale December 9th)

( ) **RICHARD DRAGON, KUNG FU FIGHTER #14 (March/April).** Our master of the martial arts comes up against perhaps the only man who can beat him . . . "The Man who Studied With Bruce Lee"! Another tale of the Oriental arts brought to you by Denny O'Neil and Ric Estrada. (On sale December 9th)

( ) **JUSTICE LEAGUE OF AMERICA #140 (March).** A 33-page epic adventure by Steve Englehart, Dick Dillin and Frank McLaughlin. "No Man Escapes The Manhunter", featuring the return of the Jack Kirby-creation last seen in **First Issue Special #5.** Also in this issue, a new feature entitled "100 Issues Ago in the JLA"! (On sale December 9th)

( ) **OUR FIGHTING FORCES #172 (March /April).** No need to guess . . . more of the **Haunted Tank** and **Lt. Jeb Stuart!** (On sale December 14th)

( ) **JONAH HEX #1 (March/April).** Our **Weird Western** hero moves over to his own magazine with a memorable tale called "Vengeance for a Fallen Gladiator" by Michael Fleisher and Jose Luis Garcia Lopez. (On sale December 14th)

( ) **SECRET SOCIETY OF SUPER-VILLAINS #8 (March/April). Captain Comet** sets out to break up the **Secret Society** and goes into battle with **Captain Cold, Captain Boomerang** and **Captain Stingaree** in a tale called (and if you haven't guessed by now, go stand in a corner!) "Captains Cataclysmic" by Bob Rozakis, Rich Buckler and Bob Layton. (On sale December 14th)

( ) **SHAZAM #28 (March/April). Captain Marvel** is on hand for the fatal "Return of Black Adam" in a Boston-Based story by E. Nelson Bridwell and Kurt Schaffenberger. (On sale December 16th)

( ) **KOBRA #7 (March/April). Jason Burr** and his twin brother, **Kobra** . . . face to face! The battle for life continues between the two brother-foes by Martin Pasko Mike Nasser and Joe Rubinstein. (On sale December 23rd)

( ) **BATMAN FAMILY #10 (March/April). Batgirl** is back in Provincetown . . . and so are **Batwoman, Killer Moth** and the **Cavalier!** They all make the scene in a Bob Rozakis story, "Those Were The Bad Old Days", with art by Bob Brown and Vince Colletta. Also, two tales from the **good** old days: "Bruce Wayne Loses Custody of Dick Grayson" and "The Second Boy Wonder". (On sale December 23rd)

( ) **FREEDOM FIGHTERS #7 (March/April). The Black Condor** goes berserk, the earth's axis is shifting, and a character named **the Elf** wants to become "The Emperor of the North Pole". All in all, it's not a very merry Christmas for the **Freedom Fighters** in this story by Bob Rozakis, Dick Ayers and Jack Abel. (On sale Decembeer 23rd)

( ) **G.I. COMBAT #200 (March).** This title celebrates its bi-centennial book-length battle blockbuster with guest appearances by **Sgt. Rock** and the **Losers,** along with the regular crew of the **Haunted Tank,** by Bob Kanigher and Sam Glanzman. Cover by Joe Kubert. (On sale December 21st)

( ) **WITCHING HOUR #69 (March).** Hold onto your hat . . . it's mid-night—time for tales to sear your soul! (On sale December 21st)

( ) **SUPERBOY/LEGION OF SUPER-HEROES #225 (March).** Paul Levitz takes over as regular scripter with a pair of guest penciliers. James Sherman Provides the art for "And Who Shall Lead Them", in which **Wildfire** is inducted as the newest **Legion** leader. Then Mike Nasser pencils a back-up featuring **Sun Boy, Timber Wolf** and **Princess Projectra** in "A Matter of Priorities". Bob Wiacek provides the inks on both tales. Cover by Mike Grell. (On sale December 21st)

( ) **WONDER WOMAN #229 (March). Wonder Woman** and stories of the second World War by Martin Pasko, Jose Delbo and Vince Colletta. (On sale December 23rd)

( ) **ADVENTURE COMICS #450 (March/April). Aquaman** finds himself facing a deadly **Flash**-foe in "The Watery War of the Weather Wizard", a tale of undersea-adventure by David Michelinie and Jim Aparo. Then, the **Martian Manhunter** is back. . . . greener then ever! Denny O'Neil, Mike Nasser and Terry Austin provide the action in "Return to Destiny". Cover by Aparo. (On sale December 23rd)

( ) **HOUSE OF MYSTERY #251 (March/April).** We promised it and here it is! The super-thick, super-chilling, all-new **HOM.** Paul Kupperberg and Romeo Tanghal provide the introduction, starring (who else?) the able caretaker of the House, **Cain,** and his silly-sibling **Abel.** Then it's on to a load of stories guaranteed to tingle your spine: "Return of the Vampire" by Jack Oleck and Frank Reyes; "The Collector" by David V. Reed and Wally Wood; "Ghostly Games" by Steve Skeates, Ernie Chua and Bill Draut; "Fear Wore Two Faces" by George Kashdan and Jess Jodloman, "Bride of the Pharoah" by Maxene Fabe; "A House is not a Haunt" by Paul Levitz, Micheal Uslan and Quico Redondo, and a Houseful of special features and surprises. Cover by Berni Wrightson (On sale December 14th)

( ) **SUPERMAN FAMILY #182 (March/April).** The second of our all-new super-sized extravanganzas features **Jimmy Olsen** in "Death on Ice" by Bill Dannehy, Kurt Schaffenberger and Vince Colletta, and "Reporter with the Radar Mind" by Cary Bates, Schaffenberger and Colletta. Then, just to keep it all in the family (**Superman's** family, that is!) we have a Jack Harris-Mike Vosburg-Colletta tale of **Supergirl** called "The Deadly Treasure of Mars", as well as **Lois Lane** in "Crime Takes a Fall" by Bill Kunkel and Jose Delbo, not to mention a tale of **Superbaby** by E. Nelson Bridwell and John Calnan called "Superbaby's Alien Pet"... and even a **Fabulous World of Krypton** tale by Paul Kupperberg, Mike Nasser and Dan Greene: "The Stranger". All that, plus fabulous features galore, for family-fans one and all. (On sale December 14th)

( ) **ACTION COMICS #469 (March).** Last issue **Terra-Man** was on television with his own show. . . but it seems **Superman** is the one who was canceled—by **Terra-Man!** It's "The Night Superman Was Buried In Boot Hill" and it's by Cary Bates, Curt Swan and Tex Blaisdell. And if that wasn't enough for poor old **Supes,** read "Clark Kent's Lonely Christmas" by Bob Rozakis, John Calnan, and Blaisdell. (On sale December 28th)

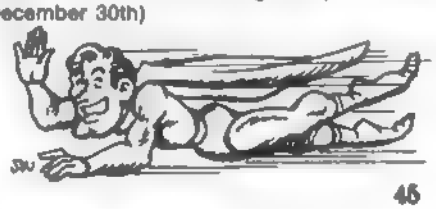
( ) **DETECTIVE COMICS #468 (March/April).** The **Calculator's** battled **The Atom, Black Canary, Elongated Man, Green Arrow** and **Hawkman,** and now it's **The Batman's** turn in "Battle of the Thinking Machines" by Bob Rozakis, Marshall Rogers and Terry Austin. Plus guest appearances by the other five heroes! (On sale December 28th)

( ) **ALL-STAR COMICS #65 (March/April). Vandal Savage** has the **JSA** captured on a world beyond time. . . and even the powers of **Superman** and **Power Girl** can't help, because the world is composed of solid Kryptonite! Plus the attack of the Injustice Society, and **Green Lantern's** loneliest battle. . . all in this Paul Levitz-Wally Wood epic. (On sale December 30th)

( ) **YOUNG LOVE #124 (March).** Love is wonderful. . . especially when you're young. (On sale December 30th)

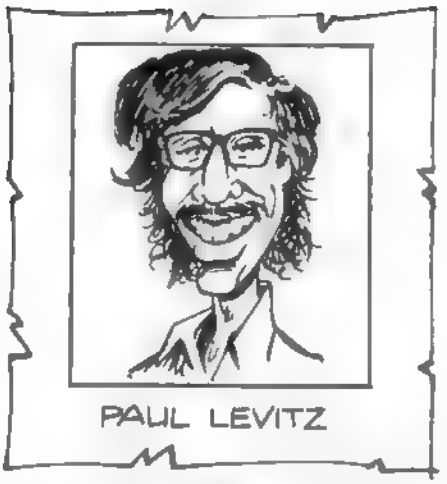
( ) **DC SUPER-STARS #13 (March/April).** The super-star headlined this issue doesn't have any super-powers. . . just the wackiest and wildest artist ever to set brush to paper. He's Sergio Aragones and the book is crammed full of his art! Miss this issue and you're sure to go **PLOP!** (On sale December 30th)

( ) **WEIRD WESTERN TALES #39 (March/April).** With **Jonah Hex** moving on to his own mag, there's a new star for **WWT**—"Sam Savage," the outcast protector. Sergio Aragones collaborated with editor Joe Orlando and writer Michael Fleisher to create the character, and at press-time that's as far as we've gone (On sale December 30th)



INSIDE THE AMAZING WORLD

BY BOB ROZAKIS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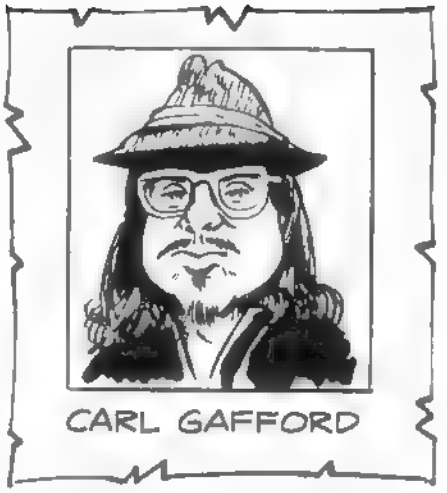
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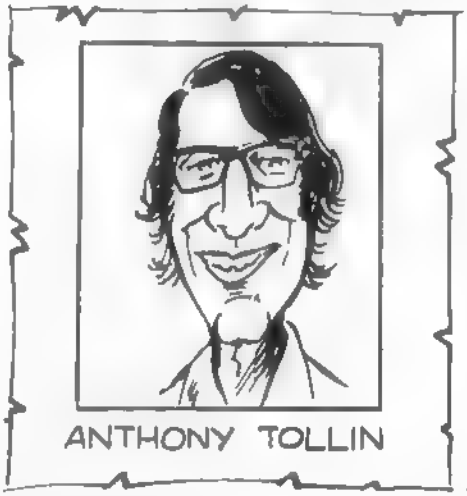
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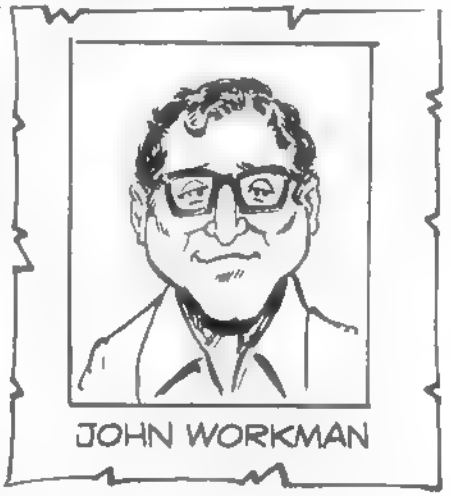
JOHN WORKMAN

We designed our thirteenth issue to defy the curse of bad luck, but it hit **AWODCC** anyway. While we have managed to get this issue together a bit closer to schedule than #12, we have to say farewell to one of our most valued staff members. Carl Gafford, who has served as one of our co-editors since the inception of **AWODCC** over two years ago, is leaving New York and **DC**. Carl's yeoman service on **AWODCC** has included numerous all night paste-up sessions and many unpaid hours of labor . . . as well as a creative devotion to the magazine that's unsurpassed. There's no way to say thank you properly in the space we have available, so we won't even try. Good luck, Gaff . . . and we hope you'll stay in touch.

Such changes bring to mind the fact that we haven't run down our **AWODCC** staff for you since #1, and a lot of changes in our staff and our lives have happened since then. So without any further ado . . .

PAUL LEVITZ—One of the most amazing success stories of the comics industry, Paul became the Editorial Coordinator of 2/3rds of the **DC** line before his 20th birthday. As if that awesome task isn't enough, Paul is Story Editor of a handful of titles, scripter of such varied features as **ALL-STAR COMICS** and **LEGION OF SUPER-HEROES** and still finds time for a full load of courses at New York University. And if he can figure out how to stay awake 24 hours a day, he's got a couple more projects lined up . . .

CARL GAFFORD—While Paul Levitz is trying to stay awake around the clock, Carl Gafford has already mastered the art of eternal wakefulness. By day, the Gaff is Assistant Production Manager in the **DC** offices and by night he splashes many of your favorite features with his rainbow of inks, coloring such features as **METAL MEN, THE WARLORD**, and **BLACKHAWK**. But this is his final bow with us, for Carl will soon be leaving to plant his heart in San Francisco, leaving us with only his rolling chair to remember him by!

E. NELSON BRIDWELL—If ever there was a complete fact file on comics and it could be transformed into a human being, it would undoubtedly come out being Nelson Bridwell. **DC's** master of the trivia and ace historian remembers more about comics than most of us will ever know. And he puts that knowledge to good use, working as Associate Editor to Julius Schwartz and scripting popular **DC** titles like **SHAZAM** and **SUPER FRIENDS**!

JACK C. HARRIS—Two years ago, Jack arrived at **DC** via the Philadelphia College of Art and the U.S. Army Signal Corps and proclaimed his love for comics and his yearning for Julie Christie. Neither has diminished in the ensuing months and now Jack has developed his talents into something to be proud of. In addition to serving as Story Editor on such books as **BLACKHAWK, STARFIRE** and **SECRET SOCIETY OF SUPER-VILLAINS**, our man Harris has recently started trying his hand at scripting, with some **ISIS** stories coming your way in the near future. By the way, Jack, **Isis** is NOT played by Julie Christie!

BOB ROZAKIS—1976 was a year of changes for Bob as he changed direction at **DC** when he moved out of the editorial department and into production. Now, as head proofreader and all-around production assistant, **DC's** only real-life crimefighter has found more time to work on stories of his own, scripting features like **BATMAN FAMILY, FREEDOM FIGHTERS**, and **TEEN TITANS**! And what's this about his real-life adventures? Well, though he's retired after seven years of chasing purse-snatchers and shoplifters at a local department store, Bob recently aided a policeman in apprehending a fleeing felon.

ANTHONY TOLLIN—What can you say about a young man who has amassed an overwhelming collection of original **SHADOW** pulp magazines along with a wide variety of comics? What can you say when you discover that his new bride collects skulls? You can say it must be fairly crowded in their apartment! When he's not playing newlywed, Tony works in **DC's** production department as a colorist, all-around assistant and back-up proofreader . . . and every time some new issues come in, his apartment gets a little bit more crowded!

JOHN WORKMAN—From the wilds of Seattle came our ace letterer and production man, affectionately known as "Chubette #1" to the members of the department. John's talents include lettering those catchy little blurbs that appear on our letters pages and illustrating stories for the "ground level" comic book, **STAR*REACH!** But John displays his true colors when he's out on the softball field—watching the girls instead of the game!

STEVE MITCHELL—"Tyrone the Enforcer" lives inside **DC's** resident playboy and if you don't believe it, just ask him. While Steve's busily working in the **DC** production department or freelancing as an inker on an occasional story, his alter-ego will be rearranging your features. We asked him for more information about himself, but chose to remain healthy and get out of town when Tyrone suggested it!

SHELLEY EIBER—What does one do when she's the only gal in **DC's** production department? She hides in the darkroom, that's what! But while she's in there, Shelley's turning out all the same size shots, unwashed mattes, reverses, reductions and ridiculous requests that her fellow workers can come up with. We know Shelley doesn't stay in there all the time, though—because every Wednesday she brings a box of donuts for our coffee break . . . unless she's making them in the print dryer. . . ?

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Next issue, another issue. No, we really do know what's coming next—it's our special **JUSTICE LEAGUE OF AMERICA** issue, telling you everything you ever wanted to know about the **JLA** and more. If you thought #9's **Legion** issue was nifty, you'll be knocked off your chair by #14—and remember how fast #9 sold out, so get your order in fast!

See you there!

SCRAPBOOK:

FRIENDSHIP! (Sugar-Style)
NOBODY'S WATCHING US! LET'S GO INNA WATER!
HOLD IT! HOW'D YOU LIKE TO BE WAITED ON?
WAITED ON? WHAT'S THAT MEAN?
IT MEANS, LIKE-- YOU HAVE A SERVANT! YOU DON'T GO IN THE OCEAN! -- YOUR SERVANT BRINGS THE OCEAN TO YOU!
SHELDON MAYER CHES
THAT WOULD BE NICE! BUT WHERE WOULD I FIND A SERVANT?
I'LL BE YOUR SERVANT! GLAD TO DO IT FOR A PAL.'-- RELAX! ONE OCEAN COMING UP!
ISN'T THAT NICE OF SUGAR? IMAGINE!-- SHE'S GONNA BRING ME THE OCEAN, JUST TO KEEP ME FROM WALKING A FEW STEPS! -- THAT'S WHAT I CALL--
ZIP
--FRIENDSHIP?
SPLOSH
ZIP
OF COURSE, FRIENDSHIP!-- WHO BUT A FRIEND WOULD TEACH YOU THIS VALUABLE LESSON-- DON'T BELIEVE EVERYTHING YOU HEAR!
!
THE END

SPIKE VS. THE FOOT-BALL!
ZIP
?
BOMP
HEY, KID! GIMME THE BALL!
BLRJ! SHMZL GLBSH!
C'MON, KID! GIMME THE BALL!
HE DOESN'T UNDERSTAND YOU! HE CAN'T TALK YET! GIVE HIM SOMETHING ELSE! MAKE A TRADE! HURRY UP!
BLRJ!
HERE'S MY YO-YO! GIMME THE BALL!
SHMZL!
NO?
HOW ABOUT MY HARMONICA?
SHMZL!
FOUNTAIN PEN?
SHMZL!
LATER...
YOU GAVE HIM YOUR HELMET? BUT WHAT WOULD A BABY DO WITH A FOOTBALL HELMET?
TAKE A LOOK!
? ? ?
THE END.

B
wood